NINTENDO64

Banjo-Kazooie—BIG GAME PREVIEW!

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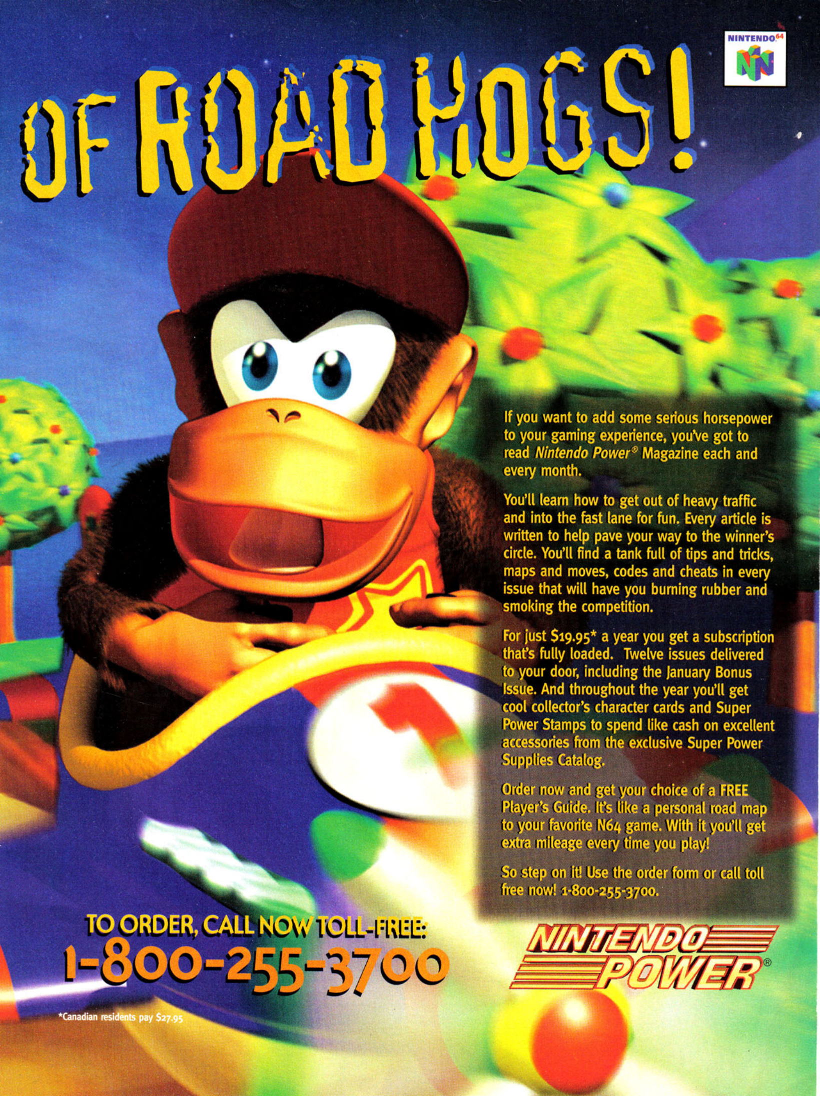

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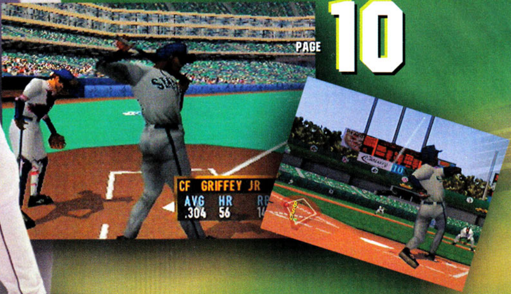

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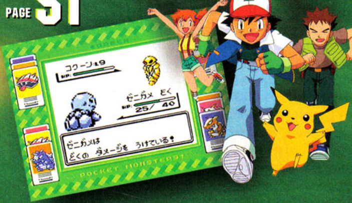
BANJO - KAZOOIE

PAGE 22

Welcome to the wonderfully wicked world of Banjo-Kazooie, where a bumbling bear and a loud-beaked bird take on a witch so evil that even other witches hate her. Our eight-page preview explores the magic, the moves, the mystery and the mayhem.

POKÉMON

PAGE 51


コクーン L9
ゼニガメ どく
25/ 40
ゼニガメは どくの ダメージを うけている!
POCKET MONSTERS

It snuggles like a bunny. It makes cute chirp-chirp noises. Then it unleashes a bolt of lighting powerful enough to frag an army. What is it? Pikachu, one of the magical monsters of Nintendo's Pokémon. A Game Boy revolution is about to arrive.

1997 NINTENDO POWER AWARDS

PAGE 60

Forget the Oscars, the Grammies, the Golden Globes and People's Choice awards. The only awards that matter are voted on by the readers of Nintendo Power. The moment is at hand to reveal the best games of the year. And the winners are....

PLAYER'S PULSE

Are cutesy games not fun? Does violence make a game? Write us to let us know where you stand in the debate. Or maybe you've heard a rumor and you'd like to know the truth. Send us a letter or e-mail and we'll will set the record straight.

Good, Clean Fun

Nintendo has a reputation for having good games that most parents like, but not all kids like these sorts of games. I found the PC version of Duke Nukem much more fun than the N64 version, and I think it is due to the more violent and graphic content of the game. Lately, N64 games have been rather childish. Take Snowboard Kids, for example. Who wants to play as a midget rat with a giant nose? People want to play as people. Top-selling games like Resident Evil 2 and Tomb Raider II all contain graphic violence. And you have to admit that, if you put someone like Lara Croft in a game, male gamers are sure to buy it. If Nintendo would put aside its kiss-up-to-the-parents attitude, there would be a lot more sales of N64 games.

Rick Robbins
Via the Internet

Sherika White • Virginia Beach, Virginia

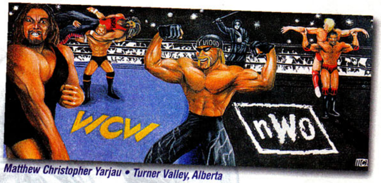
I am very disappointed in the selection of N64 games for the mature audience. Most of your games are very kid-like and unrealistic. The only game that comes close is GoldenEye, which is still unrealistic. Why doesn't Nintendo come out with some games like Resident Evil 2?

Matt Balsley &
Mike Glenboski
Bellevue, NE

So, the Snowboard Kids are cartoony, but Lara Croft–a woman who could do bench-presses without using her arms–isn't? And what makes Resident Evil so real, and GoldenEye not? (As we recall, there are no such things as monsters and zombies.) Gaming maturity isn't measured by how much violence or virtual women you like to see. Duke Nukem, Resident Evil 2 and Tomb Raider II are all great games, but the gratuitous blood and skin add nothing to game play, and the following two letter-writers seem to realize that...

I have no problem with blood and gore, except when they are the only things in a game. Far too many games are being hyped exclusively for being chock-full of blood and gore. Don't get me wrong–I love blowing things up, but it gets repetitive after a while. The insulting part about it all is that companies will make a bad game, pump it up with blood, then expect us to fall over it. Unfortunately, they appear to be right. As I recall, Duke Nukem was a rather popular game. A game does not need blood to be good–just look at Super Mario 64. What a game needs is depth.

Marco Farah
Via the Internet



Matthew Christopher Yarjau • Turner Valley, Alberta

I have a bold statement to make: Many gamers are missing the point of video games. They are not about being adult-oriented or having good graphics, they are about having fun (hence, the Fun Machine). Look at Nintendo's pros (as in professionals). They are all adults and they look at games as any gamer should. They look to see if they are fun.

D. Andrew Lorenzo
Via the Internet

Clean fun is still fun. So the next time you see a game that stars a cuddly animal who's incapable of ever getting or maiming someone, give it a try. It might be fun.

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Hurry up! I don't have all day, you Know!

Devin Roth • Glendale, California

Luigi, Sean, Roger, Timothy and George

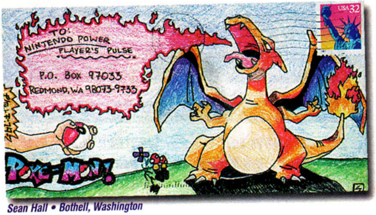
What's going on? On the Internet there are codes on how to get Luigi in Super Mario 64. I know they aren't true, but where did they all come from? I almost believed the rumors, because there were so many. I just want to know the truth.

Jacquelyn Heinz
Via the Internet

In the very early stages of SM64, Luigi was a playable character. In the end, however, he was taken out so there'd be more room to create other areas in the game. Since he was never programmed into the final version of the game in the first place, no code will ever make Luigi appear in SM64.

In the most recent issue of a gaming magazine, they reveal the last cheat in GoldenEye 007. It's called the All Bonds (Multi) Cheat, and it lets you play as Sean Connery, Roger Moore, Timothy Dalton or George Lazenby in Multi player Mode. They have pretty steep requirements: After you've gotten every other cheat, beat Aztec on 007 difficulty in less than nine minutes

Background Art: Carol Wang • Metairie, Louisiana



Sean Hall • Bothell, Washington

with the enemy settings at 200% Health, 100% Damage, 100% Accuracy, and 100% Reaction Speed. Could you confirm if this trick is for real. I personally think it is an April Fools' joke and would really appreciate it if you could tell me the truth.

Ryan Whaley
Via the Internet

The Information Super Highway can also be a Misinformation Super Highway. We've seen this code, which is entirely bogus, circulating on the Internet. Apparently there are a lot of cyber geeks out there who like to make up codes with elaborate or impossible requirements just so people will waste their time attempting to find something that doesn't exist. (We can't confirm if the cheat was intended as an April Fools' gag or a cruel trick, but, for any of you who need to be prompted by a laugh track, don't take pages 80 and 81 of NP Volume 107 seriously–that was our April Fools' section.) If you're still itching to find secret GoldenEye characters, set your sights on this month's Classified Information.

More Rumors Debunked

I heard the game GoldenEye 007 was being discontinued because a Tomorrow Never Dies game is coming out. Is it true that it's not going to be made anymore?

Nate Hamilton
Via the Internet

Whoever makes these rumors up could have a successful career at The Enquirer. We're still making GoldenEye 007, and we'll continue to make it. As you know, GoldenEye is wildly popular, and that's the reason why you're having such a hard time finding it. Quite simply, stores have been selling out faster than retailers could have ever predicted.

Wessly Diaz • Orlando, Florida

Matt Zelley • New Hope, Pennsylvania

Pokémon Mania

I have been studying up on the Pokémon craze over in Japan. They have sold over 10 million games and the way it has affected their culture boggles the mind. They have all sorts of little figurines and other little trinkets based on the game. There's a Pokémon TV and radio show. The closest thing that we can compare to the craze is Tamagotchi, although the Pokémon craze is on a far broader scale. I think that Nintendo should release Pokémon in the U.S. RPG fans will gobble up the game. And the fact is, these little creatures are adorable. Here's hoping the revolution can cross the Pacific and reach American soil.

Mike Williams
Via the Internet

The revolution will be soiling, er, saturating, America very soon. This fall, Pokémon (pronounced POE-kay-mahn) for Game Boy and the Pokémon TV series will be reaching North America. We're previewing Pokémon on page 51, and this summer, we'll be featuring regular coverage of the game along with a Pokémon comic strip.

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POWER CHARTS

So far, GoldenEye 007 is our readers' favorite N64 game in 1998, but how did it rank for 1997? The results of our 1997 Nintendo Power Awards have been tabulated, and you can find out if the man with the golden PP7 is also the man with the golden prize on page 60.

NINTENDO 64 TOP 10

1 GOLDENEYE 007

2 DIDDY KONG RACING

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3 STAR FOX 64

I'll make those fools pay!

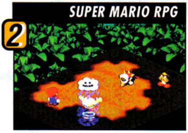
James Bond, the old dinosaur of the Cold War, as M once referred to him, continues his reign atop the Power Charts. Meanwhile, another dinosaur, Yoshi, debuts at eight, while a dinosaur hunter returns to the charts at number ten.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	GOLDENEYE 007	NINTENDO	1	17
2	DIDDY KONG RACING	RARE	2	6
3	STAR FOX 64	NINTENDO	5	12
4	WCW VS. NWO: WORLD TOUR	THQ	3	4
5	SUPER MARIO 64	NINTENDO	4	20
6	MARIO KART 64	NINTENDO	6	17
7	BOMBERMAN 64	NINTENDO	7	5
8	YOSHI'S STORY	NINTENDO	—	1
9	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	9	20
10	TUROK: DINOSAUR HUNTER	ACCLAIM	—	20

SUPER NES TOP 10

1 THE LEGEND OF ZELDA A LINK TO THE PAST

2 SUPER MARIO RPG



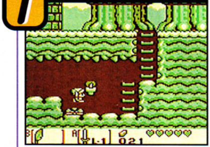
3 DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE

The Super NES games have all but set up permanent residence in their Power Chart positions. But before they get too comfortable, Harvest Moon barges in to replace Yoshi's Island in the charts.

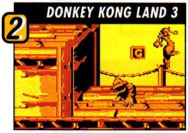
	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	75
2	SUPER MARIO RPG	NINTENDO	2	25
3	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	19
4	FINAL FANTASY III	SQUARE	4	41
5	DONKEY KONG COUNTRY	NINTENDO	5	43
6	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	37
7	CHRONO TRIGGER	SQUARE	7	34
8	SUPER MARIO KART	NINTENDO	8	61
9	FINAL FANTASY II	SQUARE	10	66
10	HARVEST MOON	NATSUME	—	8

GAME BOY TOP 5

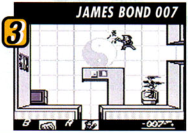
1 THE LEGEND OF ZELDA LINK'S AWAKENING



2 DONKEY KONG LAND 3



3 JAMES BOND 007



Link, Mario, 007 and the Kongs have settled nicely into the Power Charts, but with Pokémon, Bomberman GB and the color Game Boy on the way, who knows what could develop?

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	61
2	DONKEY KONG LAND 3	NINTENDO	2	6
3	JAMES BOND 007	NINTENDO	3	2
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	65
5	DONKEY KONG LAND 2	NINTENDO	5	21

MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. GOLDENEYE 007 (N64)
4. SUPER MARIO 64 2 (N64)
5. YOSHI'S ISLAND (N64)
6. SUPER MARIO RPG 2 (N64)
7. MISSION: IMPOSSIBLE (N64)
8. TUROK 2 (N64)
9. EARTHBOUND 64 (N64)
10. 1080° SNOWBOARDING (N64)

LETTERS, CONTINUED...

Zero-Zelda Diet

Please, I implore you. Stop showing screen shots and printing info regarding Zelda 64. I'm on a zero-Zelda diet. I am trying as hard as possible not to look at any Zelda 64 information until I get the game. I was doing pretty well with my diet, but then I looked at the Turok 2 shots, and right below them was a new batch of Zelda 64 shots! I wish I hadn't known the town scenes were so close to being photo-realistic! Please limit the Zelda 64 info to full pages so that we won't accidentally look at them if we happen to be reading something else on the page.

Dan White
North Olmsted, OH

Oops. Then we shouldn't have printed your letter so near the Power Charts. Whatever you do, don't look at page 8 or else you'll see yet another drop-dead amazing screen shot from the jaw-dropping, awe-inspiring Zelda 64.

Rating Now Playing

Up until recently, I was thinking of canceling my subscription because I thought your magazine was nothing but propaganda. I really thought your mag was a hype engine. But recently, you introduced Now Playing's new system of rating the games by averaging all of the reviewers' opinions. This has really helped me with my purchasing decisions and has renewed my trust in the NP crew!

Rich Finneran
Mandeville, LA

Ryan Barrett • Middletown, Ohio

It's hard to stay clean blowing things up all day... unless, for some reason, you're made of soap. Ryan Barrett creates soap sculptures and sent us this photo of a shower-fresh Bomberman.

What are your ratings based on? I don't think I've ever seen a game receive a perfect 10 rating. So when you give a game a 9.0 rating in graphics (as you did for 1080° Snowboarding in Volume 106), obviously, the game must be graphically beautiful. But why didn't it receive a 10? If you've never rated a game or any element of it with a 10, then how can you know what you're comparing a 9.0 game against? You are choosing numbers on a scale where you have no idea what a game with a perfect rating would look like.

Eric J. Calcara
Via the Internet

Our rating system works sort of like the Olympics. The ratings are an average of our ten evaluators' scores, which in turn are an average of five different scored categories (graphics, play control, game design, satisfaction, and sound). Many evaluators have awarded 10-scores in individual categories, but those scores were averaged out by the other categories. Evaluator Marty, in fact, gave 1080° Snowboarding a perfect 10, meaning he gave the game a 10 in all five categories. However, in order for the game to receive an overall rating of 10, all ten evaluators would have to be in perfect agreement.

Hooray for Hollywood?

What is your problem? Never put Hollywood Hogan holding Sting in a headlock on the cover–it's disrespectful to Sting and the WCW. Hogan has never beaten Sting, but Sting has beaten Hogan three times. Plus, I have played against Hogan on the hardest mode of WCW Vs. NWO: World Tour using Sting, and I've never lost. Nintendo and THQ would make more money if Sting was on the cover disrespecting the NWO (New Wuss Odor). If you still can't realize that, then I will just have to put Hogan in a Stinger Splash, Scorpion Death Drop and Scorpion Death Lock myself.

Matt D'Amore
Beaufort, SC

Um, well, that's not really Sting on the cover of Volume 105–it's just Ted Danson masquerading as The Crow.

WRITE AWAY RIGHT AWAY!

The votes are in! We're announcing the winners of our 1997 Nintendo Power Awards on page 60. Did your favorite games get snubbed? Don't miss your chance to get them into the spotlight! Let us know which games should and shouldn't have won and why.

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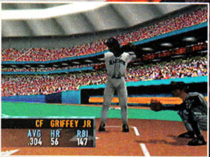
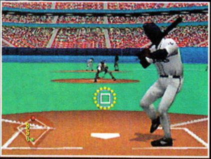
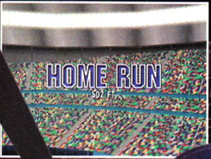


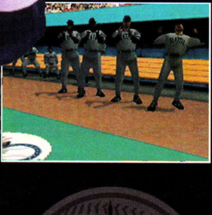


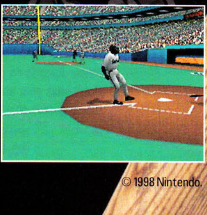


MAJOR LEAGUE™ Baseball FEATURING KEN GRIFFEY JR

Major League Baseball Featuring Ken Griffey Jr. is the closest thing you'll come to real baseball short of walking through the gate at the ballpark!

From the innovative mechanics to the stunning, lifelike animation, MLB Featuring Ken Griffey Jr. will impress you right from the opening pitch. The huge polygonal players bat, run and throw like real major leaguers, and you'll really see the power of a Griffey swing and the finesse in a Randy Johnson slider. Even the smallest details–like players rubbing dirt on their bats when a pitcher waits too long between throws–contribute to the amazing realism and big league atmosphere. We'll start our review with a quick glance at the game's features, followed by a few strategic tips and a "hot stove" analysis of each of the 30 teams. With three difficulty levels and a host of options, MLB can be played either as a sim or as a swing-battah-battah arcade game. But no matter which way you want to play, you'd better pop some corn and cook up a few dogs, 'cause The Game is about to start!





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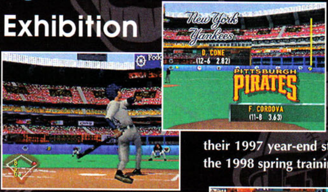
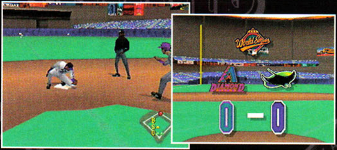
Modes

Exhibition



MLB has four play modes, starting with the single Exhibition game. One or two players can choose from all 30 big league clubs, including the new Tampa Bay Devil Rays and Arizona Diamondbacks expansion teams. In all modes, players come armed with their 1997 year-end stats, and all team rosters are based on the 1998 spring training lineups.

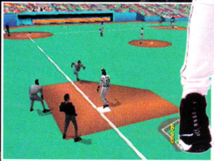
World Series



World Series mode allows one player to challenge the computer or two players to go head-to-head in a best-of-seven series. Trading and free agency aren't allowed in Exhibition and World Series games, but you can adjust your pitching rotation and batting lineup to your heart's content.

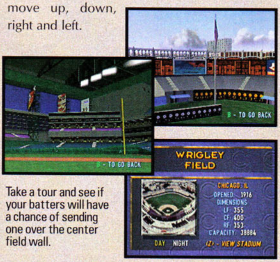
Season

In this mode, players choose between a one-month pennant race, an 81-game half-season and a full, 162-game schedule. Up to four players can participate, each one controlling a different team. This mode offers the most realism and options, including trades, free agency, injuries and more.



Stadium Tours

In the Exhibition and Home Run Derby modes, players can select any one of the 30 big league stadiums and take a tour of the field before the action begins. Press A to move forward, use the Control Stick to rotate and use the C Buttons to move up, down, right and left.



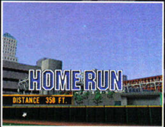
WRIGLEY FIELD

CHICAGO, IL
OPENED: 1916
DIMENSIONS
LF: 355
CF: 400
RF: 353
CAPACITY: 38884

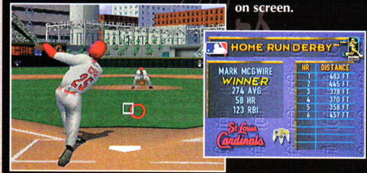
DAY NIGHT (Z) - VIEW STADIUM

Take a tour and see if your batters will have a chance of sending one over the center field wall.

Home Run Derby



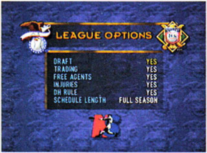
In this mode, up to four players are given the chance to hit as many home runs as they can before they get ten outs. You can select any person on any team as your character, and multiple players can pick the same character. Any ball that does not go over the outfield fence will be considered an out. The person with the most home runs will be declared the winner and have his or her hit stats displayed on screen.



HOME RUN DERBY

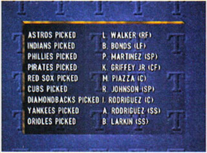
MARK MCGWIRE
WINNER
.274 AVG
58 HR
123 RBI

HR	DISTANCE
1	483 FT
2	445 FT
3	378 FT
4	370 FT
5	358 FT
6	457 FT



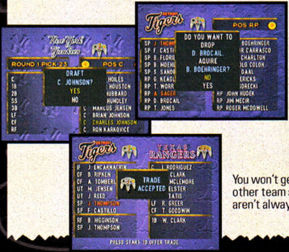
LEAGUE OPTIONS

DRAFT	YES
TRADING	YES
FREE AGENTS	YES
INJURIES	YES
DH RULE	YES
SCHEDULE LENGTH	FULL SEASON



ASTROS PICKED	L. WALKER (RF)
INDIANS PICKED	B. BONDS (LF)
PHILLIES PICKED	P. MARTINEZ (SP)
PIRATES PICKED	K. GRIFFEY JR (CF)
RED SOX PICKED	M. PIAZZA (C)
CUBS PICKED	R. JOHNSON (SP)
DIAMONDBACKS PICKED	I. RODRIGUEZ (C)
YANKEES PICKED	A. RODRIGUEZ (SS)
ORIOLES PICKED	B. LARKIN (SS)

Trades and Free Agency



ROUND 1 PICK 23
POS C
DRAFT
C. JOHNSON?
YES
NO

POS RP
DO YOU WANT TO
DROP
D. BROCAIL,
AQUIRE
B. BOEHRINGER?
NO
YES

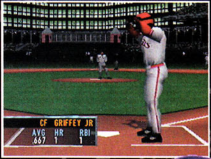
TRADE
ACCEPTED

PRESS START TO OFFER TRADE

New York Yankees
C
1B
2B
SS
3B
LF
CF
RF
HOILES
HOUSTON
HUBBARD
HUNDLEY
C MARCUS JENSEN
C BRIAN JOHNSON
C CHARLES JOHNSON
C RON KARKOVICE
Detroit Tigers
SP J. THOMP
SP F. CASTI
SP B. FLORI
SP B. MOEHL
SP S. SANDE
RP G. KEAGL
RP T. WORR
RP A. SAGER
RP D. BROCAIL
RP T. JONES
BOEHRINGER
R CARRASCO
CHARLTON
OLO COLON
DAAL
ERICKS
ORECKI
RP JOHN HUDEK
RP JIM MECIR
RP ROGER MCDOWELL
Detroit Tigers
Texas Rangers
IF J. ENCARNACION
CF B. RIPKEN
CF A. TOMBERL
UT M. JENSEN
UT J. REED
SP J. THOMPSON
SP F. CASTILLO
RF B. HIGGINSON
SP J. THOMPSON
C I. RODRIGUEZ
CLARK
MCLEMORE
ELSTER
TATIS
LF R. GREER
CF T. GOODWIN
1B W. CLARK

If you need more power, better pitching or smarter defense, you can propose a trade with any team (with up to three players from either side) or sign someone from the list of free agents. There's no salary cap, but the computer will weigh the skills of the players against each other before accepting or rejecting a trade.

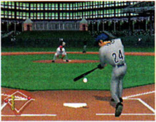
You won't get quality players in return for scrubs. Give the other team something they need in return. Free agents aren't always the best, but you can pick them up easily.


CF GRIFFEY JR
AVG .667
HR 1
RBI 1

Options

Skill Levels

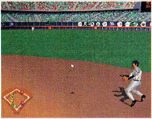
In Exhibition and World Series mode, there are three skill levels: Rookie, Veteran and All-Star. As the difficulty level goes up, your batting average will likely come down—unless you're the next Ken Griffey Jr., of course!



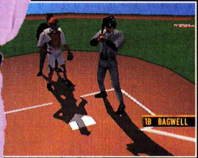
Classic & Arcade Batting

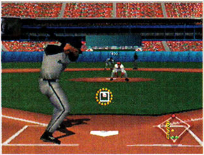
MLB gives you two batting systems to choose from. With the Classic batting system, all you need to do is watch where the ball is going, and, if it looks good, take a swing. With the Arcade batting system, you'll need to match the batting cursor with the pitching cursor and then swing at the right moment to hit the ball.

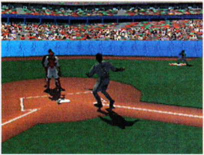
Auto-Fielding



The Auto-Fielding option will run and catch for you, but you will still choose which base to throw to. While Auto-Fielding will probably help you climb the outfield wall and rob your opponents of a few homers, manual fielding isn't that difficult to master.

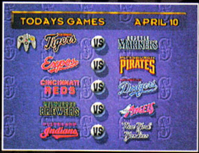






Sportswire

Schedules & Scores

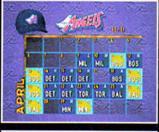


TODAYS GAMES APRIL 10

Tigers VS Mariners
Expos VS Pirates
Cincinnati Reds VS Dodgers
Brewers VS Angels
Indians VS New York Yankees

Tune in to Sportswire before and after each game to see the day's schedules and scores.

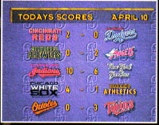
A big part of the thrill of the Season mode comes from managing your team's roster and tracking their performance as the year progresses, and the Sportswire service will help you do that. Want to plan your team's roster changes and pitching rotation for the next month? No problem. Sportswire can help by showing you your entire season schedule, including day, night, home and away games.



Angels (1-1)

APRIL

		1	2	3	4	5
6	7	8	9 L MIL	10 W MIL	BOS	12 H BOS
BOS	14 H DET	15 H DET	16 H DET	17	18 A BOS	BOS
BOS	21 A DET	22 A DET	23 A TOR	24 A TOR	25 A BAL	BAL
BAL	28	29 H MIN	MIN			

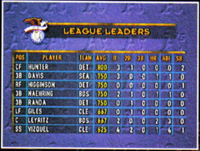


TODAYS SCORES APRIL 10

Cincinnati Reds	2 - 0	Dodgers
Brewers	0 - 2	Angels
Indians	10 - 6	New York Yankees
Chicago White Sox	4 - 1	Athletics
Orioles	0 - 3	Twins

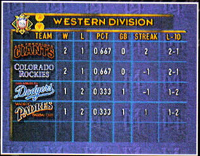
Who's Leading Who?

Not only will Sportswire update your players' individual stats on a daily basis, it will also keep a record of the team's combined performance in batting and pitching and compare it to last year's numbers. You'll even be able to compare your players with other players in the league. Have you improved the team's overall batting average? Are you on track to break last year's record number of strikeouts? Ask Sportswire!



LEAGUE LEADERS

POS	PLAYER	TEAM	AVG	R	2B	3B	HR	RBI	SB
CF	HUNTER	DET	.800	3	1	0	0	0	2
3B	DAVIS	SEA	.750	3	0	0	1	1	0
RF	HIGGINSON	DET	.750	0	0	0	0	0	1
3B	NAEHRING	BOS	.750	2	1	0	1	1	0
3B	RANDA	DET	.750	0	1	0	0	0	0
LF	GILES	CLE	.667	0	1	0	0	0	0
C	LEYRITZ	BOS	.667	2	0	0	2	3	0
SS	VIZQUEL	CLE	.625	4	2	0	1	4	1



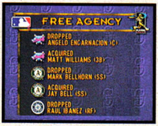
WESTERN DIVISION

TEAM	W	L	PCT	GB	STREAK	L-10
Giants	2	1	0.667	0	2	2-1
Colorado Rockies	2	1	0.667	0	-1	2-1
Dodgers	1	2	0.333	1	-1	1-2
Padres	1	2	0.333	1	1	1-2

The computer will keep track of every team in the league and post daily division rankings, win-loss percentages and more.

Transactions

Be sure to check the Transactions section of Sportswire daily. This will tell you who's been traded and which free agents have been signed and dropped. You never know who may be available suddenly to fill that gap in your outfield or shore up your sagging bullpen. The list of injured players is also helpful, and it includes estimates of how long each player will be sidelined.



FREE AGENCY

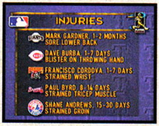
DROPPED
ANGELO ENCARNACION (C)

ACQUIRED
MATT WILLIAMS (3B)

DROPPED
MARK BELLHORN (SS)

ACQUIRED
JAY BELL (SS)

DROPPED
RAUL IBANEZ (RF)



INJURIES

MARK GARDNER, 1-2 MONTHS
SORE LOWER BACK

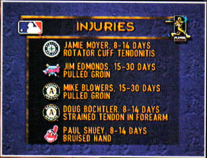
DAVE BURBA, 1-7 DAYS
BLISTER ON THROWING HAND

FRANCISCO CORDOVA, 1-7 DAYS
STRAINED WRIST

PAUL BYRD, 8-14 DAYS
STRAINED TRICEP MUSCLE

SHANE ANDREWS, 15-30 DAYS
STRAINED GROIN

If one of your players gets hurt, check the Injuries list after the game. If the injury is serious, you may need to work on finding a long-term replacement for him.



INJURIES

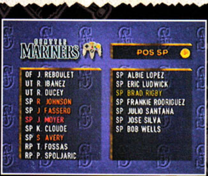
JAMIE MOYER, 8-14 DAYS
ROTATOR CUFF TENDONITIS

JIM EDMONDS, 15-30 DAYS
PULLED GROIN

MIKE BLOWERS, 15-30 DAYS
PULLED GROIN

DOUG BOCHTLER, 8-14 DAYS
STRAINED TENDON IN FOREARM

PAUL SHUEY, 8-14 DAYS
BRUISED HAND

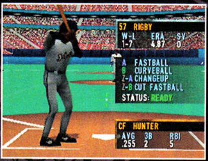


SEATTLE MARINERS

POS SP

OF J. REBOULET
UT R. IBANEZ
UT R. DUCEY
SP R. JOHNSON
SP J. FASSERO
SP J. MOYER
SP K. CLOUDE
SP S. AVERY
RP T. FOSSAS
RP P. SPOLJARIC

SP ALBIE LOPEZ
SP ERIC LUDWICK
SP BRAD RIGBY
SP FRANKIE RODRIGUEZ
SP JULIO SANTANA
SP JOSE SILVA
SP BOB WELLS

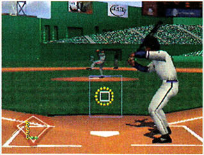


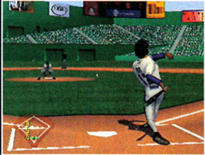
57 RIGBY
W-L ERA SV
1-7 4.87 0

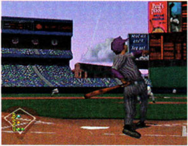
A FASTBALL
B CURVEBALL
Z-A CHANGEUP
Z-B CUT FASTBALL
STATUS: READY

CF HUNTER
AVG 3B RBI
.255 2 5

Offense

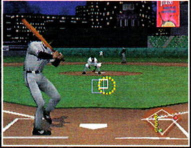






The trick to Classic batting is to focus on the ball. Watch the way it moves and look for any habits the pitcher has. Does he always follow a fast ball with a slider?

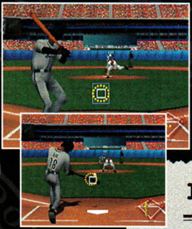
Classic or Arcade?



The major difference between Classic and Arcade batting is that the Classic system is easier to use but more realistic and tougher to master. In Classic batting, the computer relies a lot on the player's programmed stats to determine how well a ball is hit. As a result, it's difficult to outperform those stats, unless your timing is always perfect.

And That Ball Is Outta Here!

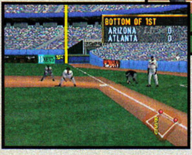
The Arcade batting system is more challenging at first, but once you get the hang of it, it's much easier to get hits consistently, at least against the computer. With Classic batting, you have to watch the ball and rely more on your instincts to get a hit. With Arcade batting, you should focus on the pitching cursor instead. The cursor will show you where the pitch will cross the plate, and whichever way a pitch moves, the cursor will move, too. You'll have a better sense of whether a pitch will be a ball or a strike and be able to connect more often.



Arcade batting will give you a much better sense of how and how much a pitch can move.

Leading Off & Stealing

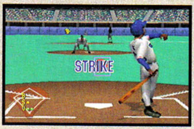
Leading off by a step or three will give your runners a much better chance of advancing. The computer will rarely try to pick you off, but it will sometimes tell runners to advance, even if it looks like a hit will be caught, so be ready to send them back. Try to steal on very slow pitches only.



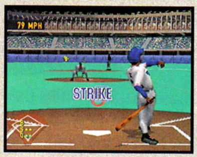
If you have two outs, use a hit-and-run strategy. If you get a hit, just let your runners go, no matter what it looks like. If it's caught, it won't matter anyway.

Playing the Mind Game

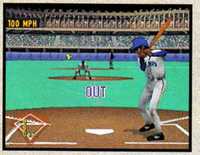
Pitching and batting are all about psyching out your opponent. You have to figure out what he's going to do and/or fool him as to what you're going to do.



Pitcher: Should I start off with a fast ball on the inside? If it's close to his hands, he'll either pop it up or send it toward first base, anyway.



Batter: So he thinks he can punch me out, eh? Well, how about I swing earlier and get a piece of—agh! Swung too soon that time!

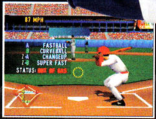


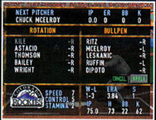
Batter: Fast or slow? Wait or go?
Pitcher: He probably thinks I'll throw a ball just to drag out the count, but that's where he's wrong...hah! Got him!

Defense

Power & Precision

Don't think that fastballs will always get the job done. Vary your pitches to keep the batter guessing, and toss pitches that, if hit, will go the way you want them to go. A pitch that's close to a batter's hands will tend to go in the direction he's swinging. A pitch that's out toward the end of the bat will tend to go the opposite way.





NEXT PITCHER	IP	ER	BB	K
CHUCK MCELROY	0.0	0	0	0

ROTATION		BULLPEN	
KILE	-R	RITZ	-R
ASTACIO	-R	MCELROY	-L
THOMSON	-R	LESKANIC	-R
BAILEY	-R	RUFFIN	-L
WRIGHT	-R	DIPOTO	-R

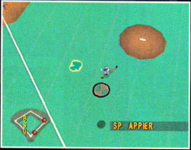
SPEED 7
CONTROL 5
STAMINA 2

W-L	ERA	S
1-3	3.84	1

IP	H	BB	K
75.0	73	22	62

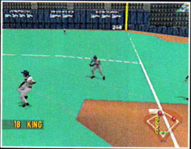
Keep an eye on your pitcher's fatigue level. Some pitchers retain good ball control when tired, others go to pieces.

Pop-Up



Even with manual fielding, the computer will adjust a player's position if he's close to the catch target.

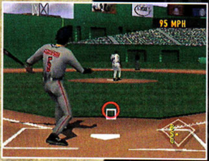
Grounder

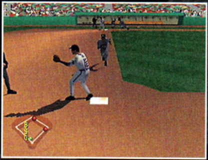


Try to get ahead of ground balls and not chase them. Dive only if you're within two steps of the target.

Defensive Decisions

Beaning a batter is unsportsmanlike, but if you don't want to face him, you can walk him intentionally by pitching outside. As for basic fielding, remember that you can run (Control Stick) and throw (C Buttons) at the same time. Yellow arrows will indicate the direction and distance to the ball. You should also practice climbing the wall (press B to jump) without bouncing off. You just might rob opponents of a few close homers. Manual or Auto-Fielding? Auto-Fielding is more reliable in most situations (especially on those infield bloopers), but it does take some of the thrill away.





Teams

EAST

Here's our "hot stove" analysis of each of the 30 major league teams for a fantasy 1998 season. While our tips tend to be on the realistic side, the Season mode also allows for a fantasy draft that will allow you to build your team from the ground up. Play ball!

Braves

Atlanta

Atlanta Braves
1997: 1st place in NL East
Record: 101-61

STARTING LINEUP

1.	LOFTON	CF
2.	TUCKER	RF
3.	JONES	3B
4.	MCGRIFF	1B
5.	KLESKO	LF
6.	BLAUSER	SS
7.	LOPEZ	C
8.	LEMKE	2B
9.	MADDUX	P

Turner Field
Atlanta, GA
Opened: 1997
Capacity: 50,528

Despite some off-season trades, the Braves remain, arguably, the best team in baseball—they're at least the best in the NL East. The pitching rotation is better than any other in the majors, and the lineup has both power and consistency. You'll have to work hard at losing to miss getting into the playoffs.

Marlins

Florida

Florida Marlins
1997: World Series Champions
Record: 92-70

STARTING LINEUP

1.	COUNSELL	2B
2.	RENTERIA	SS
3.	SHEFFIELD	RF
4.	BONILLA	3B
5.	FLOYD	1B
6.	EISENREICH	LF
7.	KOTSAY	CF
8.	JOHNSON	C
9.	FERNANDEZ	P

Pro Player Stadium
Miami, FL
Opened: 1987
Capacity: 40,585

The Marlins definitely won't repeat their 1997 World Series win, but they likely won't be as bad as everyone says they'll be. Fernandez and Hernandez will be good anchors for the rotation, but you'll want to shop for other starters. If Sheffield's numbers fall through, shift Renteria to No. 3 in the batting order.

Expos

Montreal

Montréal Expos
1997: 4th place in NL East
Record: 78-84

STARTING LINEUP

1.	GRUDZIELANEK	SS
2.	CABRERA	2B
3.	GUERRERO	RF
4.	WHITE	CF
5.	ANDREWS	3B
6.	FULLMER	1B
7.	WIDGER	C
8.	SANTANGELO	LF
9.	PEREZ	P

Olympic Stadium
Montréal, PQ
Opened: 1976
Capacity: 46,500

See who turns up in free agency in the first couple of weeks and unload starting pitchers Batista and Johnson, if you can. Wait and see what Wagner gives you—or gives up—in the first month. The batting order should read this way: Santangelo, Grudzielanek, White, Guerrero, Fullmer, Widger, Carbrera and Andrews.

Mets

New York

New York Mets
1997: 3rd place in NL East
Record: 88-74

STARTING LINEUP

1.	MCRAE	CF
2.	ALFONZO	3B
3.	OLERUD	1B
4.	HUNDLEY	C
5.	HUSKEY	RF
6.	GILKEY	LF
7.	BAERGA	2B
8.	ORDONEZ	SS
9.	JONES	P

Shea Stadium
Queens, NY
Opened: 1964
Capacity: 55,777

Luckily for you, the virtual Todd Hundley won't be sidelined this season with a rotator cuff injury, keeping a respectable starting lineup intact. If you can keep a lid on your pitchers' ERAs and manage your save opportunities carefully, you should do well enough with the current squad. Maybe with you at the helm, the Mets will finally...naaaahh!

Phillies

Philadelphia

Philadelphia Phillies
1997: Last place in NL East
Record: 68-94

STARTING LINEUP

1.	GLANVILLE	CF
2.	DYKSTRA	RF
3.	JEFFRIES	LF
4.	ROLEN	3B
5.	BROGNA	1B
6.	LIEBERTHAL	C
7.	LEWIS	2B
8.	RELAFORD	SS
9.	SHILLING	P

Veterans Stadium
Philadelphia, PA
Opened: 1971
Capacity: 62,136

The Phillies' pitching rotation seems overloaded with right-handers, so some creative trades might be in order. Hang on to Stephenson, who is probably your second-best starter after Schilling. The lineup looks passable on paper, but it's not terribly consistent, and some players will be prone to injury, so give everyone rotating days off.

CENTRAL

Cubs

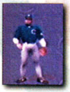
Chicago

Chicago Cubs
1997: Last place in NL Central
Record: 68-94

Wrigley Field
Chicago, IL
Opened: 1916
Capacity: 38,884

STARTING LINEUP

1. JOHNSON	CF
2. MORANDINI	2B
3. GRACE	1B
4. SOSA	RF
5. RODRIGUEZ	LF
6. ORIE	3B
7. BLAUSER	SS
8. SERVAIS	C
9. CLARK	P



The Cubbies aren't a great team, but they'll be a good one if you manage to squeeze a few more base hits out of them. Blauser deserves a shot at the No. 2 spot in the lineup, but so does Morandini. Give both of them a few outings against left- and right-handed pitchers and see how things shake out, or maybe just let them platoon.

Reds

Cincinnati

Cincinnati Reds
1997: 3rd place in NL Central
Record: 76-86

Cinergy Field
Cincinnati, OH
Opened: 1970
Capacity: 52,952

STARTING LINEUP

1. D. SANDERS	CF
2. STYNES	LF
3. LARKIN	SS
4. R. SANDERS	RF
5. GREENE	3B
6. PEREZ	1B
7. TAUBENSEE	C
8. BOONE	2B
9. BURBA	P

In real life, Deion Sanders is back to playing football full time anyway, so we're going to go out on a limb and recommend that he (and one or two utility players, if necessary) be shopped around for a No. 1 starting pitcher. Back-up center fielder Jon Nunnally posted good numbers last year and can move up to the starting post easily.

Astros

Houston

Houston Astros
1997: 1st place in NL Central
Record: 84-78

The Astrodome
Houston, TX
Opened: 1965
Capacity: 54,370

STARTING LINEUP

1. BIGGIO	2B
2. BELL	RF
3. ALOU	LF
4. BAGWELL	1B
5. BERRY	3B
6. AUSMUS	C
7. BOGAR	SS
8. HIDALGO	CF
9. REYNOLDS	P

The Astros have great cornerstone players in Bagwell and Alou, but some of the others may not live up to your expectations. The answer may be to platoon some positions, notably third base (Spiers), shortstop (Gutierrez) and center field (Everett). If a player slumps badly, give his backup a couple of starts.

Brewers

Milwaukee

Milwaukee Brewers
1997: 3rd place in AL Central
Record: 78-83

Milwaukee County Stadium
Milwaukee, WI
Opened: 1953
Capacity: 53,192

STARTING LINEUP

1. GRISSOM	CF
2. CIRILLO	3B
3. NILSSON	LF
4. JAHA	1B
5. BURNITZ	RF
6. VALENTIN	SS
7. VINA	2B
8. MATHENY	C
9. D'AMICO	P

The Brewers are making the move to the NL this year, and, with luck, they'll be able to celebrate the change with a few more runs batted in. Expect better numbers from both Grissom and Jaha this year, and if the rest of the lineup remains consistent, you could be a dark horse contender for the NL Central title.

Pirates

Pittsburgh

Pittsburgh Pirates
1997: 2nd place in NL Central
Record: 79-83

Three Rivers Stadium
Pittsburgh, PA
Opened: 1970
Capacity: 47,972

STARTING LINEUP

1. WOMACK	2B
2. ALLENSWORTH	CF
3. MARTIN	3B
4. YOUNG	1B
5. GUILLEN	RF
6. KENDALL	C
7.GARCIA	3B
8. POLCOVICH	SS
9. CORDOVA	P

The Pirates placed second in the NL Central race last year, and they could be in the running for No. 1, if they remain injury free. Womack has lots of speed, but that won't do you much good if he doesn't get on base in the first place, so work on his swing. Third base is a toss-up between Freddy Garcia and Doug Strange.

Cardinals

St. Louis

St. Louis Cardinals
1997: 4th place in NL Central
Record: 73-89

Busch Stadium
St. Louis, MO
Opened: 1966
Capacity: 49,676

STARTING LINEUP

1. DESHIELDS	2B
2. CLAYTON	SS
3. LANKFORD	CF
4. MCGWIRE	1B
5. JORDAN	RF
6. GANT	LF
7. MABRY	3B
8. PAGNOZZI	C
9. OSBORNE	P

Wouldn't it be nice if the Cardinals had a break-out season in 1998? It could happen. McGwire is one of the top power hitters of all time, and DeShields and Clayton are looking good. If Clayton starts to connect really well, put him further down in the order to give him a chance to drive in some much needed runs.

WEST

Diamondbacks

Arizona

Arizona Diamondbacks
1997: Expansion team
Record: None

Bank One Ballpark
Phoenix, AZ
Opened: 1998
Capacity: 49,000

STARTING LINEUP

1. WHITE	CF
2. BELL	SS
3. GARCIA	1B
4. WILLIAMS	3B
5. BENITEZ	LF
6. BREDE	RF
7. FABREGAS	C
8. BATISTA	2B
9. BENES	P

Don't let the fact that the Diamondbacks are a brand-new franchise get to you. They have proven hitting power in the lineup, and if you just lay back and don't swing at everything that comes over the plate, you just might meet or even beat the real players' numbers. If Benes stays healthy and stays calm, he could rack up 18 wins this year.

Rockies

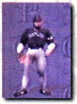
Colorado

Colorado Rockies
1997: 3rd place in NL West
Record: 83-79

Coors Field
Denver, CO
Opened: 1995
Capacity: 50,200

STARTING LINEUP

1. LANSING	2B
2. BURKS	CF
3. WALKER	RF
4. BICHETTE	LF
5. CASTILLA	3B
6. HELTON	1B
7. PEREZ	SS
8. REED	C
9. KILE	P



On one hand, the Rockies will hit really well on their home turf, Coors Field. On the other hand, they'll need to, since their pitching leaves so much to be desired. If you want to be a contender in the AL Central, you may have to trade some power hitting for some power pitching—if there's any available, that is.

Dodgers

Los Angeles

Los Angeles Dodgers
1997: 2nd place in NL West
Record: 88-74

Dodger Stadium
Los Angeles, CA
Opened: 1962
Capacity: 56,000

STARTING LINEUP

1. CEDENO	CF
2. YOUNG	2B
3. PIAZZA	C
4. KARROS	1B
5. MONDESI	RF
6. ZEILE	3B
7. HOLLANDSWORTH	LF
8. VIZCAINO	SS
9. NOMO	P

One man may not a team make, but he might be a good place to start, especially if that man is power-hitting catcher Mike Piazza. Piazza is a rock in the No. 3 spot, but you should bump Young up to leadoff hitter and have him steal as much as he can. Cedeno can take over as the No. 2 hitter, but give him a rest once in a while.

Padres

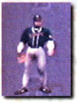
San Diego

San Diego Padres
1997: Last place in NL West
Record: 76-86

Qualcomm Stadium
San Diego, CA
Opened: 1968
Capacity: 46,510

STARTING LINEUP

1. Q. VERAS	2B
2. FINLEY	CF
3. GWYNN	RF
4. CAMINITI	3B
5. JOYNER	1B
6. VAUGHN	LF
7. GOMEZ	SS
8. HERNANDEZ	C
9. BROWN	P



Kevin Brown was picked up by the Padres in the off-season, and he's just the thing to anchor their pitching staff as the new No. 1 starter. His 2.69 ERA and high strikeout count could make all those hits from Gwynn, Caminiti and Joyner more meaningful, and turn some of the team's close losses into close victories.

Giants

San Francisco

San Francisco Giants
1997: 1st place in NL West
Record: 90-72

3Com Park
San Francisco, CA
Opened: 1960
Capacity: 63,000

STARTING LINEUP

1. HAMILTON	CF
2. JAVIER	RF
3. BONDS	LF
4. SNOW	1B
5. KENT	2B
6. HAYES	3B
7. JOHNSON	C
8. SANCHEZ	SS
9. GARDNER	P

The Giants went from the NL West basement to the division penthouse last year, but their miracle performance could have been a fluke—Barry Bonds is, by most accounts, the only sure thing in the lineup. As for Estes, move him up to No. 1 in the pitching rotation *if* he manages to stop walking so many batters.

EAST

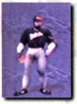
Orioles

Baltimore

Baltimore Orioles
1997: 1st place in AL East
Record: 98-64

Oriole Park at Camden Yards
Baltimore, MD
Opened: 1992
Capacity: 48,188

STARTING LINEUP	
1. ANDERSON	CF
2. ALOMAR	2B
3. PALMEIRO	1B
4. RIPKEN JR.	3B
5. DAVIS	RF
6. BAINES	DH
7. SURHOFF	LF
8. HOILES	C
9. BORDICK	SS
MUSSINA	SP



Will the Orioles repeat their 1997 performance, or will they have a post peak slump? The lineup is getting older and, presumably, more injury prone, but they did post a 98-64 record last year even with several injuries and setbacks. If they stay healthy, they could be in another race with the Yankees come September.

Red Sox

Boston

Boston Red Sox
1997: 4th place in AL East
Record: 78-84

Fenway Park
Boston, MA
Opened: 1912
Capacity: 33,871

STARTING LINEUP	
1. GARCIAPARRA	SS
2. VALENTIN	2B
3. VAUGHN	1B
4. JEFFERSON	DH
5. O'LEARY	RF
6. BRAGG	LF
7. LEYRITZ	C
8. NAEHRING	3B
9. BUFORD	CF
MARTINEZ	SP

Pitchers tend to throw around the mighty Mo Vaughn, but a little more slugging power behind him in the lineup could cure that. Jefferson hits lots of singles, and Valentin has lots of run-producing power, so you might switch them and see what develops. Give Garciaparra the No. 3 spot in the batting order from time to time.

Yankees

New York

New York Yankees
1997: 2nd place in AL East
Record: 96-66

Yankee Stadium
Bronx, NY
Opened: 1923
Capacity: 57,545

STARTING LINEUP	
1. KNOBLAUCH	2B
2. B. WILLIAMS	CF
3. MARTINEZ	1B
4. DAVIS	DH
5. O'NEILL	RF
6. CURTIS	LF
7. BROSIUS	3B
8. JETER	SS
9. GIRARDI	C
D. CONE	SP

Great hitting and great pitching (from Cone and Pettitte, anyway) will definitely put the Yanks in contention for the AL East. The lineup should read this way: Knoblauch, Jeter, Williams, Martinez, Davis, O'Neill, Curtis, Brosius, Girardi. If Irabu falters, give Mendoza the No. 4 spot in the rotation.

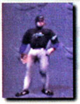
Devil Rays

Tampa Bay

Tampa Bay Devil Rays
1997: Expansion Team
Record: None

Tropicana Field
St. Petersburg, FL
Opened: 1998
Capacity: 45,000

STARTING LINEUP	
1. MCCRACKEN	CF
2. BOGGS	3B
3. MARTINEZ	RF
4. MCGRIFF	1B
5. SORRENTO	DH
6. KELLY	LF
7. FLAHERTY	C
8. STOCKER	SS
9. CAIRO	2B
ALVAREZ	SP



Wilson Alvarez will likely turn out to be a solid No. 1 starter for the Devil Rays, but the team's pitching talent falls off dramatically from there, so shop around the free agents at the beginning of the season. You might also want to flip-flop Martinez and Boggs in the lineup—Boggs is getting older, but he still can produce.

Blue Jays

Toronto

Toronto Blue Jays
1997: Last place in AL East
Record: 76-86

Skydome
Boston, MA
Opened: 1912
Capacity: 33,871

STARTING LINEUP	
1. STEWART	CF
2. FERNANDEZ	2B
3. CRUZ JR.	LR
4. DELGADO	1B
5. GREEN	RF
6. STANLEY	DH
7. SPRAGUE JR.	3B
8. SANTIAGO	C
9. GONZALEZ	SS
HENTGEN	SP

The key for the Blue Jays will be run support. They have two great pitchers in Clemens (who should be No. 1 starter) and Hentgen, and the rest of the rotation would look better if there were more offense. Lay off the first pitches, work the counts, and see what develops. There's nowhere for the Jays to go but up!

CENTRAL

White Sox

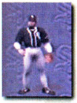
Chicago

STARTING LINEUP

1.	CAMERON	CF
2.	DURHAM	2B
3.	THOMAS	1B
4.	BELLE	LF
5.	VENTURA	3B
6.	ORDONEZ	RF
7.	SIERRA	DH
8.	O'BRIEN	C
9.	GIL	SS
	NAVARRO	SP

Chicago White Sox
1997: 2nd place in AL Central
Record: 80-81

Comiskey Park
Chicago, IL
Opened: 1991
Capacity: 44,321



The White Sox: contenders or pretenders? The heart of the lineup is impressive (Thomas, Belle, Ventura), but the pitching can be scary at times. Unless some golden trade prospects or free agents come along, you'll have to power hit your way through the season. Switch Cameron and Durham and start swinging.

Tigers

Detroit

STARTING LINEUP

1.	HUNTER	CF
2.	ROBERTS	DH
3.	GONZALEZ	LF
4.	CLARK	1B
5.	HIGGINSON	RF
6.	RANDA	3B
7.	EASLEY	2B
8.	CASANOVA	C
9.	CRUZ	SS
	THOMPSON	SP

Detroit Tigers
1997: 3rd place in AL East
Record: 79-83

Tiger Stadium
Detroit, MI
Opened: 1912
Capacity: 46,945

The Tigers are crossing the border from the AL East, and they have a good shot at challenging the Indians, too. The lineup is looking fine, though we'd switch the streaky Gonzalez with the more dependable Higginson. Thompson's record would improve greatly if the hitters gave him just two or three more RBIs per game.

Indians

Cleveland

STARTING LINEUP

1.	LOFTON	CF
2.	VIZQUEL	SS
3.	JUSTICE	LF
4.	THOME	1B
5.	BERROA	DH
6.	RAMIREZ	RF
7.	FRYMAN	3B
8.	ALOMAR JR.	C
9.	DUNSTON	2B
	NAGY	SP

Cleveland Indians
1997: AL Champions
Record: 86-75

Jacobs Field
Cleveland, OH
Opened: 1994
Capacity: 43,368

Like the White Sox, the Indians lack pitching, but the boys from Cleveland have the arguably better lineup, and their defense is top notch. This is what helped them snag the 1997 AL championship without an ace pitcher. Unless another squad pulls a surprise, the Indians will be your best bet in the AL Central.

Royals

Kansas City

STARTING LINEUP

1.	DAMON	CF
2.	OFFERMAN	2B
3.	MORRIS	DH
4.	KING	1B
5.	CONINE	LF
6.	PALMER	3B
7.	DYE	RF
8.	SWEENEY	C
9.	MILLER	SS
	APPIER	SP

Kansas City Royals
1997: Last place in AL Central
Record: 67-94

Kauffman Stadium
Kansas City, MO
Opened: 1973
Capacity: 40,625

You'll have to play musical chairs with the batting order to see what might help the Royals out of the AL Central basement. While Damon has good base-stealing speed, we're tempted to go with Offerman as leadoff hitter. You might also try switching King with Morris and see if that adds up to more RBIs.

Twins

Minnesota

STARTING LINEUP

1.	NIXON	CF
2.	MEARES	SS
3.	MOLITOR	DH
4.	CORDOVA	LF
5.	COOMER	3B
6.	STEINBACH	C
7.	STAHOVIAK	1B
8.	LAWTON	RF
9.	WALKER	2B
	RADKE	SP

Minnesota Twins
1997: 4th place in AL Central
Record: 68-94

H. H. Humphrey Metrodome
Minneapolis, MN
Opened: 1982
Capacity: 56,783

No. 1 starter Brad Radke put up 20 wins last season, but he remains the only bright spot in the Twins' pitching rotation. Switch Coomer and Cordova in the lineup, and find a place for Lawton higher up—maybe even in the No. 2 spot. This may not be enough for the Twins to break .500, but it couldn't hurt!

WEST

Angels

Anaheim

Anaheim Angels
1997: 2nd place in AL West
Record: 84-78

Anaheim Stadium
Anaheim, CA
Opened: 1966
Capacity: 33,851

STARTING LINEUP

1. ERSTAD	1B
2. VELARDE	2B
3. EDMONDS	CF
4. SALMON	RF
5. HOLLINS	3B
6. FIELDER	DH
7. ANDERSON	LF
8. GREENE	C
9. DISARCINA	SS
FINLEY	SP

With solid hitting, solid defense, and a pitching staff that is better than their combined 4.00+ ERA implies, the Angels could challenge the Mariners. Move Anderson up to No. 2 hitter and put Velarde at No. 7 or 8 temporarily. Get a feel for his numbers (he was sidelined last year), then give him a permanent spot.

Mariners

Seattle

Seattle Mariners
1997: 1st place in AL West
Record: 90-72

The Kingdome
Seattle, WA
Opened: 1976
Capacity: 59,166

STARTING LINEUP

1. CORA	2B
2. RODRIGUEZ	SS
3. GRIFFEY JR.	CF
4. MARTINEZ	DH
5. BUHNER	RF
6. SEGUI	1B
7. DAVIS	3B
8. WILSON	C
9. HILL	LF
JOHNSON	SP

The Mariners have the best power-hitting lineup in baseball (led, of course, by Ken Griffey Jr.), and with Johnson, Fassero and Moyer as their top three starters, this could be the year they bring home championship rings. Shop for a long reliever (free agent Bartolo Colon looks good) and a decent closer.

Athletics

Oakland

Oakland Athletics
1997: Last place in AL West
Record: 65-97

Oakland-Alameda County Stadium
Oakland, CA
Opened: 1966
Capacity: 45,177

STARTING LINEUP

1. HENDERSON	LF
2. SPEZIO	2B
3. GRIEVE	RF
4. GIAMBI	1B
5. STAIRS	DH
6. BLOWERS	3B
7. ABBOTT	SS
8. WILLIAMS	C
9. MCDONALD	CF
PRIETO	SP

After year-end and off-season roster changes, there may be light at the end of the tunnel for the embattled A's. Rogers and Candiotti will be a boon to the pitching staff, and with new teammates Henderson, Abbott and Blowers providing support around him in the lineup, this could be Grieve's year to blossom.

Rangers

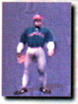
Texas

Texas Rangers
1997: 3rd in AL West
Record: 77-85

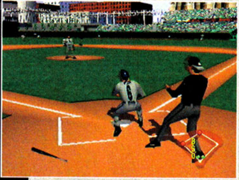
The Ballpark in Arlington
Arlington, TX
Opened: 1994
Capacity: 49,166

STARTING LINEUP

1. GOODWIN	CF
2. RODRIGUEZ	C
3. GREER	LF
4. GONZALEZ	DH
5. CLARK	1B
6. KELLY	RF
7. TATIS	3B
8. ELSTER	SS
9. MCLEMORE	2B
WITT	SP

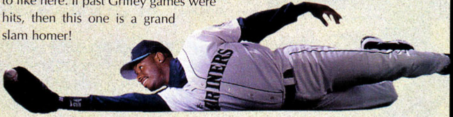


The watchword for the Rangers will be "platoon." Rodriguez will need rest later in the season, so let him be DH once in a while and shift Gonzalez out to right field. Goodwin can steal, but as leadoff hitter, he should have a better on-base percentage. If he can't cut it, Clark or Kelly may have to step in.



Swing Away!

Ken Griffey Jr. is a player for the ages, and the game that bears his name is one, too. This title combines the ease of an arcade game with the depth of a sim, and if you have any interest in baseball at all, you'll find something to like here. If past Griffey games were hits, then this one is a grand slam homer!



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The video game world is about to receive a 128-megabit shock to its senses. Banjo-Kazooie from Nintendo is set to raise the bar on the N64.

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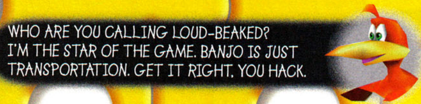
ME AT THE TOP OF
SPIR OUNTAIN.

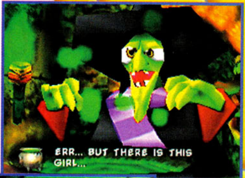
When it releases on June 29th, Banjo-Kazooie will open the door to 3-D adventure like no game has done before. The only thing like it is Super Mario 64, but Banjo-Kazooie is a full generation ahead in graphic richness, and it will take most players three or four times longer to figure it all out. Finally complete after more than two years in development at Rare, Banjo-Kazooie turns out to be as powerful as a magic potion. Nine puzzling worlds wait to be explored, each containing ten Jigsaw pieces and over a hundred other items. The goal for players is to collect Jigsaws and Notes to open up all the doors, to learn new moves, and to stomp and fly and swim where no bird or bear has ever stomped, flown or swam before. With fiendishly fun puzzles, wonderfully rude characters, huge, stunning worlds to explore, and probably the best sound effects and musical score to date, Banjo-Kazooie is simply irresistible.

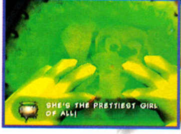
"THAT'S RIGHT. MY PRETTIES. LISTEN TO WORD BOY. COME INTO MY LAIR WITH THAT DUMB BEAR AND BIRD. RESISTANCE IS USELESS. HAHAHA!"

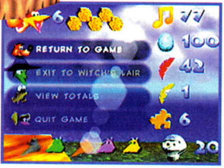

WHO ARE YOU CALLING LOUD-BEAKED? I'M THE STAR OF THE GAME. BANJO IS JUST TRANSPORTATION. GET IT RIGHT, YOU HACK.

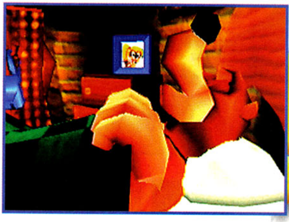
THE SAD TALE OF TOOTY

When Gruntilda, the wicked witch of the ugliest kind, heard about pretty little Tooty, she practically popped a wart. Naturally, being a vile, cruel, and ultimately predictable video game villain, Gruntilda bearnapped the young honey bear and hid her away in a puzzling lair where she intended to steal Tooty's beauty with a diabolical machine. Only then did Banjo, Tooty's sleepy, but courageous brother, wake up to discover that his sister was missing. With the help of his loud-beaked friend, Kazooie, Banjo set off to track down Tooty, defeat the greatest evil known to Rare programming, and make everything swell again. Since there are no innocents to protect, no names have been changed. Let's get on with it.


ERR... BUT THERE IS THIS GIRL...


SHE'S THE PRETTIEST GIRL OF ALL!

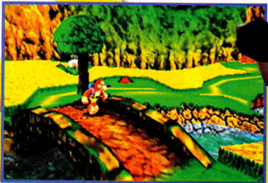

6
7/7
RETURN TO GAME
100
EXIT TO WITCH'S LAIR
42
VIEW TOTALS
1
QUIT GAME
6
20

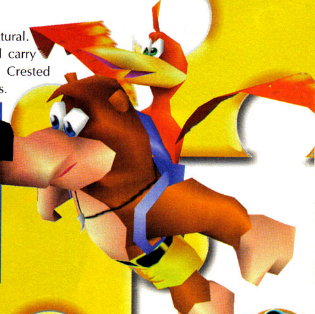


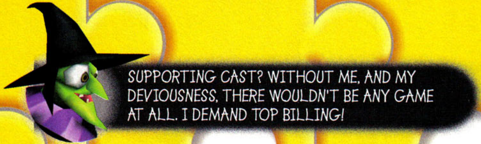
This sleepy honey bear may seem a bit slow, but he's a hero through and through.

THE CO-STARS

Kazooie may think that she's the star of the game, but it's really a team effort. Like every great acting team–Laurel and Hardy, Bogart and Bacall, Bullwinkle, and Rocky—the co-stars talents complement each other. Banjo and Kazooie have specialized moves, but they also have tandem moves in which they work together. During game play, you'll switch back and forth between the two as the situation dictates. If there's a tree to climb, Banjo takes the lead. If you want to run up a steep hillside, Kazooie will be your choice. As you learn the moves, it all starts feeling quite natural. Maybe one day we'll all carry around a fiesty, Red Crested Breegull in our backpacks.






SUPPORTING CAST? WITHOUT ME, AND MY DEVIOUSNESS, THERE WOULDN'T BE ANY GAME AT ALL. I DEMAND TOP BILLING!

THE SUPPORTING CAST

The supporting characters in Banjo-Kazooie come in all shapes, sizes and degrees of disgruntlement. Some of the critters do all they can to help our heroic pair. Bottles the mole pops up throughout the game to teach new moves and to bandy insults with Kazooie. On the other paw, many of the characters belong heart and soul to the evil witch. They're just hanging around, waiting for a tasty treat of bird and bear. And then there's Brentilda, Gruntilda's good little sister, who gives you mysterious clues about her sister's weird behavior. One thing that all of the characters share is that they come alive with wonderful animation and sound. The artists, designers, composers and writers at Rare stopped at nothing to bring these characters to life. They pop up at odd times with witty comments and cartoon trash talk. They squawk, burble, grunt, moan and cluck. They even move with attitude. In short, they're unforgettable.

Mumbo
Mumbo the witch doctor commands powerful magic that can transform bird and bear into marvelous forms, like a termite or a fish. He also plays a mean fiddle.

Mr. Vile
Bubblegloop Swamp is home to many creeping and crawling things, but Mr. Vile's toothy smile conceals an inner crocodile.

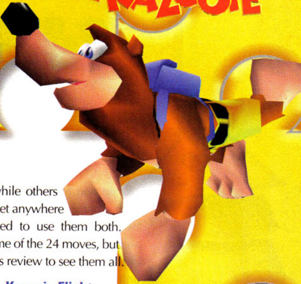
Conga
What Rare game would be complete without a pair of simian misfits like Conga and his chimpy friend. To win some Jigsaws, you'll have to defeat characters like Conga, and unlike bosses in many games, you may run into many of these bloated baddies in a single area.

Clanker
The huge namesake of Clanker's Cavern earns his keep as Gruntilda's trash compacter. What he really wants, though, is just some fresh water and oxygen. Unlike most creatures of this size, Clanker isn't bad to the bone. Deep down inside, he has a heart of gold.

Captain Blubber
The old sea hippo is one of many bit players who show up to present our heroes with puzzles or tasks.

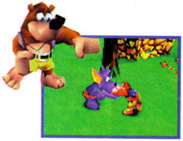
Boggy
On the icy slopes of Freezeezy Peak, the warm-hearted Boggy needs a helping paw from his bear cousin, Banjo.

KAZOOIE DESERVES WHATEVER SHE GETS. THAT BIRD-BRAIN IS A PAIN. WHEN I TRY TO TEACH HER SOMETHING, SHE JUST RUFFLES HER FEATHERS—AND MINE, AS WELL.

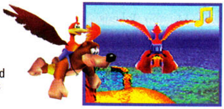


A STUDY IN MOTION

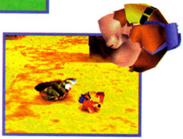
The many moves in Banjo-Kazooie range from simple to complex, but you don't need to remember them all at once. You learn moves as you progress by talking to Bottles the mole. When a new move becomes essential for passing a stage, Bottles will be there to teach you how it's done. Some of the moves are for Banjo, while others are performed by Kazooie. To get anywhere in the Witch's Lair, you'll need to use them both. Below, we've demonstrated some of the 24 moves, but you'll have to read next month's review to see them all.



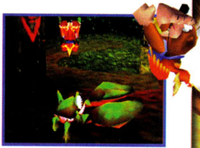
Banjo Punch
Banjo swings his mighty arms and swaggers forward to punch enemies or obstacles.



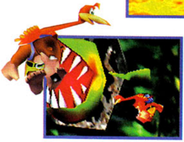
Kazooie Flight
Kazooie takes over on the flight pad, hauling Banjo along for a wild ride in the sky. Red feathers keep Kazooie airborne for longer periods.



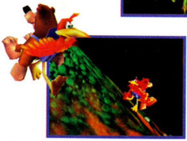
Forward Attack Roll
Banjo bowls over the competition with a neat somersault.



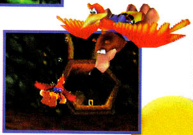
Beak Buster
While in the air, Kazooie dive-bombs straight down to peck helpless foes or to activate ground switches.



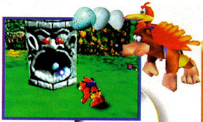
Rat-a-tat Rap
When Banjo jumps, and pokes her beak at enemies, Kazooie pops out of her backpack.



Talon Trot
After flipping Banjo onto her back, Kazooie can race at high speed and scramble up steep slopes without slipping.



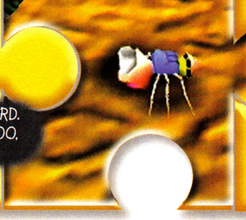
Bear & Bird Paddle
With Banjo kicking, your progress is slow but your control is tight. If Kazooie flaps her wings under water, you'll move much faster. On the surface, you'll cruise along using Banjo's bear paddle.



Egg Shots
From the front, Kazooie can fire out eggs like cannon shots. From the back, the eggs sort of plop out.

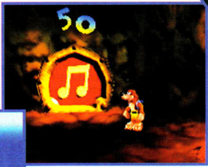
"I'LL HAVE YOU KNOW THAT SHOOTING EGGS TAKES CONCENTRATION AND AS MUCH EFFORT AS....WELL, WE WON'T GO INTO THAT. BUT NO BEAR OR HUMAN CAN DO IT. YOU JUST WATCH WHAT YOU WRITE."

"MUMBO LIKES TRANSFORMING BEAR AND BIRD. MUMBO WOULD TRANSFORM UGLY WITCH, TOO. BUT NO MAGIC IS THAT POWERFUL."

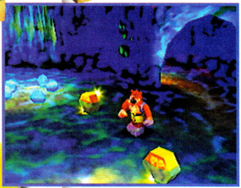


PRIZED POSSESSIONS

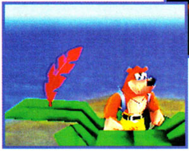
Once you learn how to get around, you'll have to learn what getting around gets you. The most important items in Banjo-Kazooie are the golden Jigsaw pieces and the golden Notes. By fitting Jigsaws pieces into the pictures, you'll complete the picture and unlock a door somewhere in the game world. Other items include eggs, feathers, Mumbo Tokens, and special items like the Wading Boots. While some items are out in the open just asking to be found, many items have been hidden away or placed in difficult-to-reach locations. To win other Jigsaw pieces, you'll have to fight a boss, figure out a puzzle, perform some astounding feat, or win a minigame. No previous adventure has had this much variety.



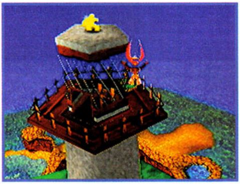
Notes activate and open Note Doors. You must collect the number of notes that appears above the door if you wish to enter. In every stage, you'll also find 100 notes scattered about.



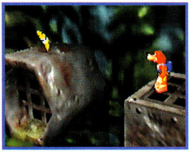
The honeycombs come in two types. Collect six hollow honeycomb pieces to add one solid honeycomb to your life bar. Regular honeycombs fill up your life bar.



With each power flap, Kazooie gains altitude, but uses up one red feather.

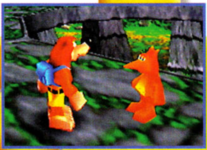


Each world holds ten Jigsaws, and other Jigsaws can be found in the Witch's Lair. Since Jigsaws are the most important items in the game, you can bet that most of them are hard to collect. In most cases you'll have to solve puzzles, beat bosses, or perform extraordinary feats of endurance or skill to earn a Jigsaw.

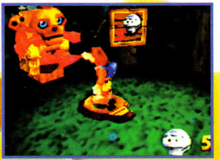


These special feathers form a shield that protects both bird and bear from attacks when in use.

Special items can be anything from the gold treasure lost by Captain Blubber to the Waders that protect Kazooie from infested water. They are most often used for short term gains or to solve puzzles.



Jinjos are characters, but they're also a sort of item. If you collect all five Jinjos from an area, you'll get a Jigsaw.

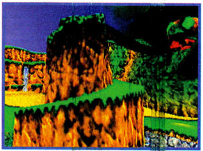


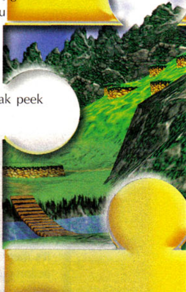
Powerful magic resides in these silver skulls. Collect as many tokens as is indicated on the sign in Mumbo's hut, then give them to the witch doctor. In turn, Mumbo will transform our heroes into new forms.

"I HAVE MORE MAGIC IN MY NOSE HAIR THAN THAT QUACK WITCH DOCTOR HAS IN HIS ENTIRE HUT."

WHERE WITCHES DARE

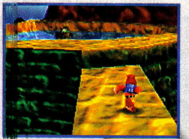
All the characters, moves and items come together in the nine wonderful worlds of Banjo-Kazooie, not to mention Gruntilda's sprawling Lair. The game begins at Spiral Mountain where Banjo, Kazooie, Tooty and Bottles all live. High above the valley loom the greenish crags of the Witch's Lair, but in the glen there is sunshine and flowers. Here, before you enter the Lair, Bottles will teach you many of the basic moves and give you a chance to practice them. Once you feel ready to move on, you'll cross the high bridge into the maw of the mountain and begin your adventure. The Lair itself is a series of tunnels and chambers that worm into the mountain. There you will find many doors leading to the nine worlds, but at first they are locked or hidden away. Although Mumbo's Mountain will be your initial destination, your choices after that will be limited only by the number of Jigsaws and Notes that you collect. Now get set for a whirlwind tour of the early worlds of Banjo-Kazooie and a sneak peek at what lies ahead.



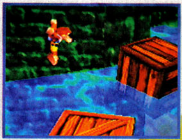


THE ROVING EYE

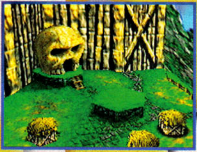
For those of you who played Mario 64, which is just about everyone who loves games, you know how important it is to be able to see things from different angles in a 3-D world. The programmers at Rare devised an excellent system for moving the camera perspective to different angles. The most useful camera control is active when you push the R Button. When you press it, the camera moves directly behind your characters and follows along. The left and right C Buttons rotate your view around the central characters while the bottom C Button zooms the view in and out. The top C Button gives you a first-person perspective, great for looking all around, but you can't move Banjo and Kazooie when you're using this perspective.



Keeping the camera behind your heroic pair is often the best way to see what's going on.



Sometimes it's useful to have a side-angle view when jumping.

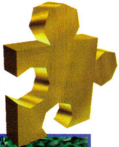


Check out your surroundings by using the first-person camera option.

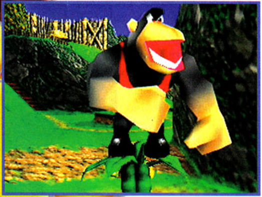
"IT'S ABOUT TIME YOU GOT IT RIGHT. IT DOES TAKE SKILL TO SHOOT EGGS AND DEFEAT AN APE THE SIZE OF A BUILDING. THAT'S WHY I'M A STAR."

"UH-HUH. AND IF YOU GET SLEEPY LIKE ME, YOU CAN SAVE YOUR GAME IN ONE OF THREE SLOTS. AFTER THE HONEY, I'D SAY THAT'S THE BEST PART OF THE GAME."

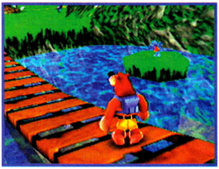
MUMBO'S MOUNTAIN



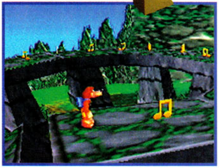
One Jigsaw piece will gain you entrance into this alpine wonderland where Mumbo lives amidst some pretty strange neighbors. It is a small world that's not overly dangerous–a good place to practice your new skills and learn a few more from Bottles. The highlights include a fight with Conga the big ape at the top of an orange tree, your meeting with Mumbo, and your trip into the termite hill after Mumbo transforms you.



Conga hurls oranges from the top of the tree. This is where Kazooie learns to shoot her eggs, which takes great skill and cunning on her part.



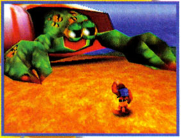
The pond contains secret treasures, so you'll want to take a dip.



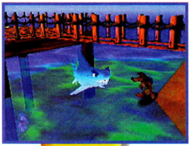
This formation of stones holds a trove of items.

TREASURE TROVE COVE

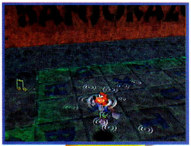
Treasure Trove Cove is the best place to go next because it's there that you'll learn how to fly. Not only does the action pick up on the desert island, the puzzles start turning into real brain-burners. Most of the Jigsaws are hidden away and require considerable effort by both bear and bird to retrieve. The dangers are many, like the giant shark in the water, snapping treasure chests, the crabs on the beach, the Hermit Crab, and spiny fish. Ah, but the views are tremendous. You can climb the cliffs and look out over the sea. On the top of a mountain sits a lighthouse. In a cove rests a beached pirate ship. Every palm is crowned with items and every cave holds a mystery. What a great place for a vacation.



Nipper the crab has an eye out for trouble.



The Jinjo offshore looks scared, and well he should be, with the giant shark circling nearby.



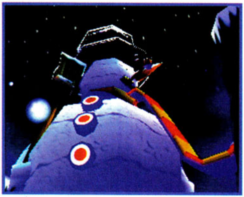
Draining this mysterious room is even more puzzling than the puzzle on the floor of the chamber.

"NAY, YOU BLITHERING LANDLUBBER, 'TIS NO PLACE FOR A VACATION. I'VE GOT NO GOLD SINCE I WRECKED ON THIS CONFOUNDED SHORE. AND I CAN'T EVEN ENJOY THE WATER, CAUSE I CAN'T SWIM."

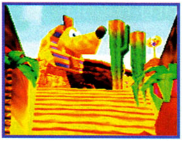
"IT'S GOOD TO SEE YOU AGAIN. AFTER SINGLE-HANDEDLY DEFEATING THE WIZPIG, I DECIDED TO COME HERE AND START A CHOIR."

ELSEWHERE IN THE LAIR

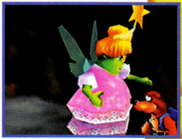
Mumbo's Mountain and Treasure Trove Cove are just the beginning. The action really starts picking up when you move on to Clanker's Cavern and Bubblegloop Swamp. We leave you with some tantalizing images of the rest of Banjo and Kazooie's journey as they cross burning deserts, climb frozen mountains, explore Click Clock Wood, enter a mansion full of monsters and set sail on the bad ship HMS Gruntilda. Bon voyage!



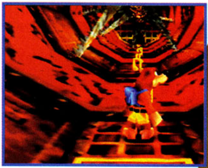
Freezeezy Mountain reminds Banjo of winter and sleep, but there's no time to rest.



The sphynx and the pyramids hold many secrets.



Look for Brentilda in unlikely places for vital clues that you'll use at the conclusion of the game.



It takes a lot of pluck for a bird to brave these rotating knives.

THE DREAM LIVES

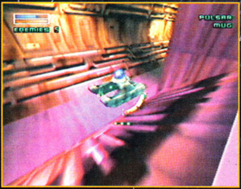
When Banjo-Kazooie first went into development at Rare, it was known only by the codename of "Dream." That dream is now reality, and the reality will be in your town next month, waiting to go home with you. We'll begin our flap-by-flap coverage in the June issue of Nintendo Power. Until then, we recommend getting lots of sleep, because you won't be getting many Zs when Banjo and Kazooie come home.

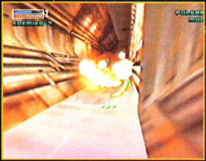
"YUP. THAT SOUNDS LIKE A GREAT IDEA. LET'S ALL GET SOME SLEEP. WAKE ME UP JUNE 29TH AND WE'LL GO ON AN ADVENTURE."

FORSAKEN 64™

Forsaken TM & © 1998 Acclaim Entertainment,Inc.

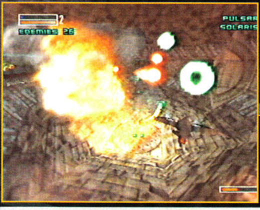
The world's riches are yours for the taking in Acclaim's stomach-churning Forsaken 64. All you have to do is get past the trigger-happy security robots.

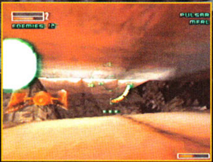

ENEMIES 5
PULSAR
MUG



EARTH IS CONDEMNED

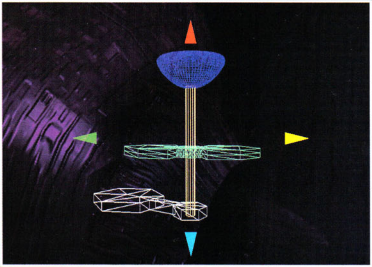
In 2113 the human race blew itself to smithereens while experimenting with subatomica manipulation. Now the galactic theocracy has voted earth condemned, and anything on the planet that can be salvaged is up for grabs. As rogues and opportunists from all corners of the galaxy fly in on their anti-grav pioncycles, only one thing stands between them and untold riches: the earth's automated robot defense network. The armed mechanoids won't give up without a fight.


2
ENEMIES 26
PULSAR
SOLARIS

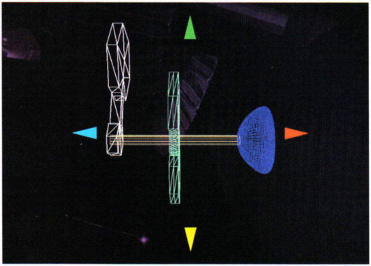

2
ENEMIES 12
PULSAR
MERL

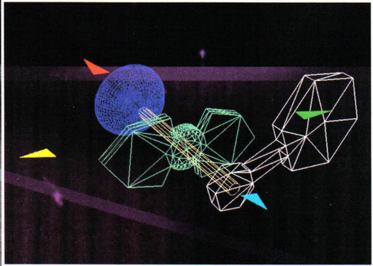
REAL TIME. REAL SPACE. REAL COOL.

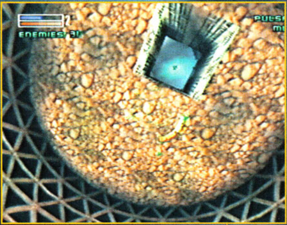
Welcome to the world of Forsaken. You are a space rogue out to make a buck in one of the deadliest sectors in the universe. Forsaken may look like another Doom clone, but it offers an impressive balance of puzzles and flight-sim style dogfights. Play control is futuristic and responsive. Tap the accelerator and the walls blur as your bike surges forward in a real-time, real-space, 3-D environment. Nudge the control stick and instantly roll your pioncycle into a dizzying spin, but don't stop to figure out which way is up or down–easy targets are roadkill on this dark planet.

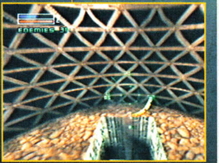


As you twist and turn through Forsaken's levels, the walls and corridors flip all around you. Navigating through the gyrating passages is confusing. Retracing your route while flying upside down can make you think you're in unexplored territory. Although it's tough to keep your bearings while you're dodging laser beams, each area in a maze usually has a different color. Remember the wall colors as you explore.

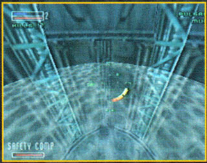








Forsaken is a gamer's game–it doesn't have a tutorial or a training mode. The quickest way to learn is to hop on your bike and get vaporized. After a few humbling minutes and a dozen fiery crashes, you'll quickly learn that flight is often better than a fight, and the best battles are the ones in which the enemies never see what hit them. The deadliest weapon in this game isn't a massive beam weapon or a super-smart missile–it's the gray matter inside your skull.

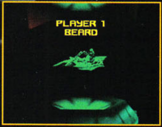


Murky pools of water are your only clues to which way is up inside a maze. Pioncycles are designed to travel through all conditions including water. Slip beneath the surface and explore the depths, but keep an eye out for dark shadows. The mechaniod enemies in the game aren't afraid to get their nanochips wet.

SCUM OF THE UNIVERSE

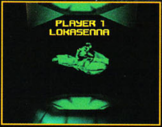
The salvage operation on earth is an open invitation to looters throughout the universe, including these slimy opportunists. Use these rogues for single and multiplayer action, but don't be surprised if you find a hidden character or two.

BEARD



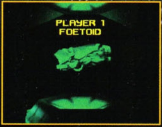
Born to be wild, biker Beard and his skeletal sidecar buddy, Mad Dog, rove the galactic highways.

LOKASENNA



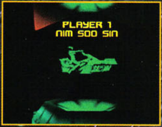
Lokasenna belongs to a secret society determined to meld man and machine into one.

FOETOID



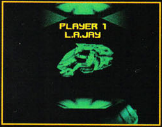
An enraged saurian trapped in a steel womb, Foetoid plans on making his cloning creators pay.

NIM 500 SIN



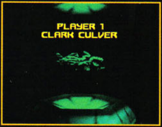
An escapee from a freaky xeno-circus, knife throwing Nim is cut out for this sort of gory work.

L.A.JAY



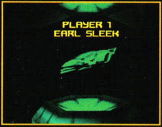
Solar wave surfing Jay sacrifices his rays to cash in on the abandonded treasures left behind on earth.

CLARK CULVER



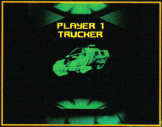
A gambler and a cheat, Culver knows when to hold 'em, when to fold 'em and when to blow 'em away.

EARL SLEEK



As The "Earl" will tell you, his fine tailored clothes are sharper than most people's brains.

TRUCKER



After trucking long-haul operations to condemned solar systems, Trucker is now his own boss.

DESTRUCTIVE DEVICES

No matter how fast you think you can ride, your pioncycle is only as good as the weapons it carries. Your survival odds won't improve until you know exactly how and when to pull the trigger-without your enemy knowing that you're there.

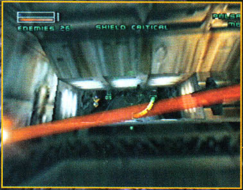
MUG ROCKETS		All pioncycles are equipped with Mug rockets when they leave the showroom.
SOLARIS MISSILES		At the tip of every Solaris missile is a highly intelligent, heat-seeking computer.
GRAVGON MISSILES		The blue blast from Gravgons will temporarily trap anything inside a force field.
SCATTER MISSILES		Scatter Missiles break loose all the weapons attached to a target pioncycle.
M.F.R.L.s		The Multiple Fire Rocket Launchers have a fast rate of fire with little accuracy.
TITAN MISSILES		Titans have the biggest bang, but you'll have to flee from the explosion radiuses.
POWER PODS		Keep collecting Power Pods to double and triple your beam weapon's power.
PULSARS		Like front-seat air bags, Pulsars are standard equipment on all pioncycles.

TROJAX GUNS		Trojax guns seem weak until you charge them up and unleash them on a hapless foe.
SUSS GUNS		Suss Guns are rapid-fire, long-range, gatling-style guns that do little damage.
LASERS		Lasers are powerful, double-beam weapons that devour your energy supply.
SHIELDS		All pioncycles start with shields. You must find more to replenish your defenses.
TRANSPULSE GUNS		These are powered-up variations of the standard equipment on your pioncycle.
PINE MINES		Pine Mines fire missiles at anything stupid enough to fly within their range.
PURGE MINES		Whatever touches a group of Purge Mines is instantly torn into little pieces.
QUANTUM MINES		These megaton wonders deliver the largest explosion radius in the game.

GET A GAME PLAN

While knowing something about combat flight simulators and Doom-clone games will help you deliver destructive woe to your foes, your experience could be just enough to get yourself into lots of big trouble. What you need is a solid game plan to get you out of it. When you're tired of being blown to bits, check out our favorite single-player strategies.

COLLECT BETTER WEAPONS



Nearly everything and everyone has a bigger weapon than you do at the start of a mission. Your top priority should be to locate and capture new weapons before the enemy finds you.

Your standard MUG rockets and Pulsar bolts won't dish out damage to many foes. Start looking around for weapons as soon as you start the game. Finding Power Pods and Solaris missiles should be a high priority for starting out in single-player mode.

FIRE ON THE RUN

There's nothing the CPU defenses like more than trading shots with a stationary target. There are often countless computer-controlled enemies and only one of you. Don't be a sitting duck–take your best shot, then quickly move to a new location so you don't take a hit.

CRUSH THE LITTLE GUYS

The tiny defense robots you find throughout most mazes are so easy to defeat that you might be tempted to ignore them. The truth is that the little guys often pack a big wallop that can quickly devour your defenses. Treat every enemy with the same unforgiving respect-and hit them before they hit you.

SAFETY COMP

KILLS 15
EXOGENON

REGENERATING ENEMIES

In later stages you'll encounter areas stocked with regenerating enemies. As soon as you destroy one or two, another will appear to take the place of its fallen robotic comrade. Put some space between you and the robots, and try taking them out from a distance before they can close to return fire.

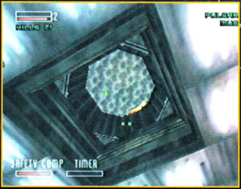
SAFETY COMP

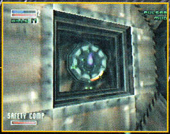
PUZZLES, PERILS AND PLUTONIUM

While the earth has been stripped of all life, the Mechanoid Defense Force (MDF), a cooperative group of robotic sentries, still patrols the underground complexes beneath the planet surface. Single-player mode isn't just about blasting everything in sight. Your brain is the most deadly weapon in your arsenal–use it to solve these tricks and traps.

TIMERS AND LOCKS

Many doors in the game are locked, especially the ones leading to rooms filled with power-ups and enemies. Some portals can be unlocked by a remote switch or timer. Hit the switch with your pioncycle or a blast from your weapons, then retrace your route to any of the locked doors you encountered earlier in the level. If you hit a timer, be sure to quickly search for the doors before time expires.





Hit the remote switch to start the timer, then quickly search the rest of the level before the door can close.

CATCH THE ORB

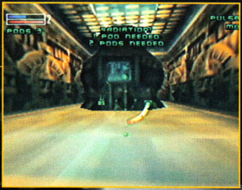
PULSAR
METATANK

The Golden Orb of Matter is one of the most prized MDF treasures. If you could steal it, the theft might create a diversion big enough for a rider to sneak past the Babalas defenses. Four bounty hunters share your plan, so it's a free-for-all race to get to the orb. While it's tempting to chase after rivals, you'll live longer if you take your time and blast anyone stupid enough to cross your path.

STABILIZERS

Looters beware: the Tolchok Reactor is about to melt down, destroying anything that could be salvaged. The only way to avert disaster is to locate five Stabilizer Crystals and place them inside the atomic core. It's too bad the now-deceased physicists didn't bother to deactivate the reactor's defense droids.

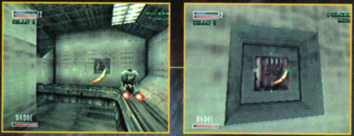
PODS 0
PULSAR
TITAN



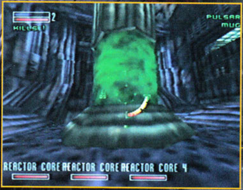
PODS 3
PULSAR
MUD

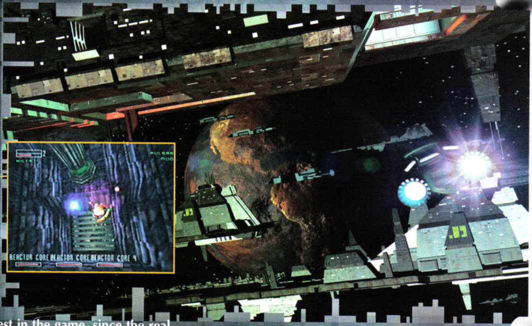
PROTECT THE DRONE

A slow-moving carrier drone is your only ticket out of this wretched bunker. Scout ahead of the drone and dispatch the armed base security system, then locate all the railway switches to guide the drone through the maze. The bunker is honeycombed with hidden passages and rooms, so don't be surprised if enemies keep coming back to ambush the carrier long after you'd thought you neutralized every enemy.



DEFEND YOUR REACTOR

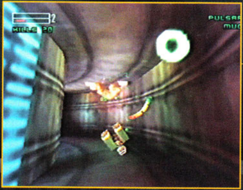


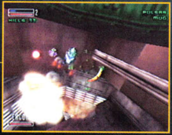


In an effort to stop the looting once and for all, the MDF has launched a counteroffensive on your base. To survive, you must defend the four reactor cores that power your base while drawing the enemies' fire. This mission is one of the toughest in the game, since the real trick is to shoot down the attackers while making sure that your reactor cores don't get hit in the fury of the crossfire.

FOUR VOLATILE PIECES

Inside a munitions plant are four pieces of the infamous Black-Hole Gun. Your mission is to locate and capture all four pieces. Three of the pieces are already in the hands of other bounty hunters, but the fourth piece is held by the mysterious Aqua-Force-1. Besides dealing with rivals, you'll have to dodge the munitions plant's roving tanks and automated cannons. Your best chance for survival is to proceed slowly, but keep moving to avoid being an easy target. The trick to beating the tanks and cannons is to fire and move so the enemy can't lock your pioncycle in its sights.

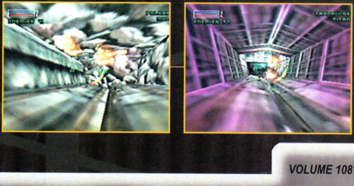




Beat the munition plant tanks by alternating between firing and moving until the enemy falls apart.

MUCKING AROUND BENEATH PARIS

The Parisian sewer system is a conduit for the mechanized armies controlling the city ruins. You'll have barely enough time to destroy all the enemies, so don't waste seconds collecting all the countless power-ups hidden in the shadows. Keep a Titan missile ready so you can quickly dispatch the groups of droids waiting to ambush you. Some robots are armed with Gravgon Missiles, so dodge their fire to avoid the force field traps.

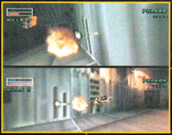


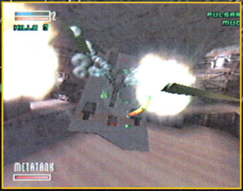
MULTIPLAYER MAYHEM

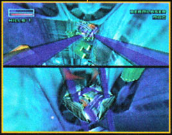
Forsaken's multiplayer mode is packed with options and variety. The clarity of the game's graphics and play control rival the quality found in GoldenEye 007's outstanding multiplayer mode, but Forsaken features an option for adding CPU riders into the fray. Unlike the mechanized drones in the single-player game, these computer-controlled riders are exceptionally smart and know when to fight and flee, enhancing the game's challenge and replay value.

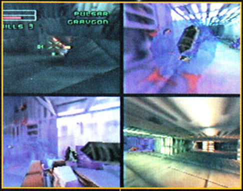
MAX FRAGS

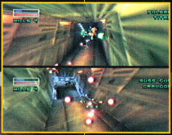
Just in case you've been working on your pioncycle in a remote corner of the galaxy, a "frag" is a kill tally—and your frag total is the number of times you've defeated other players in a match. As the name suggests, the winner of the mode is the gamer with the most kills. Before starting a Max Frags match, you and your rivals will have to agree on a Frag Limit. Frag Limits can range from five to fifty. The first player to reach the Frag Limit wins the game. It's a good idea to set up your games with a low Frag Limit number, unless you've stocked up on food and beverages and you're ready to play all day.

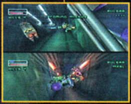








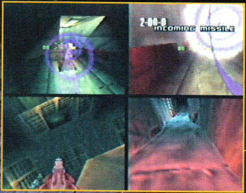


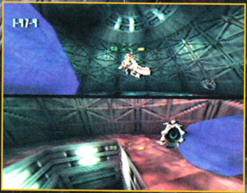


LAST MAN

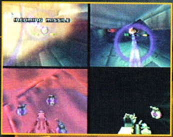
Last Man mode is an elimination contest that ends when only one rider is still flying around the arena. Players start with from three to ten lives. Depending on the negotiating skills and creativity of the gamers at the controllers, Last Man can be a match involving shrewd and fragile alliances or a quick and chaotic anarchy with everyone blasting anything and everything that moves. The action gets intense when two or three inexperienced gamers agree to gang up to take out a Forsaken veteran. Just remember that your informal and impromptu pacts won't last forever in Last Man–only one player can win, so sooner or later, you'll have to turn on your allies before they betray you.

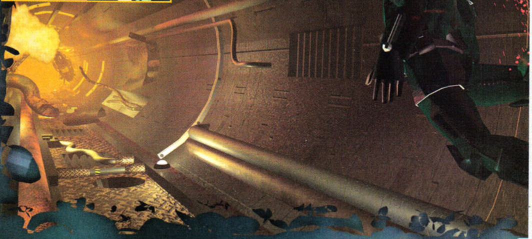
BOMB TAG



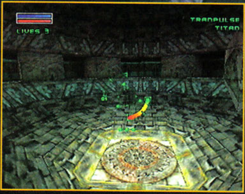


Only one player gets a weapon in Bomb Tag, but if you don't get rid of it before the timer counts down to zero, you'll end up blown to smithereens. The player who carries the bomb for the shortest amount of time wins the match. One trick to avoiding the bomb is to unload it and quickly find a place to hide. Remember to turn your craft into a wall or dark corner so other players will have a tough time determining where you're hiding if they're trying to peek at your screen.

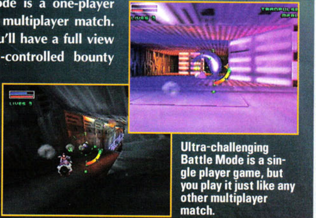




BATTLE MODE



Yeah, yeah, we know Battle Mode is a one-player game, but it plays exactly like a multiplayer match. Instead of a split screen view, you'll have a full view of the action against the CPU-controlled bounty hunters. Battle Mode has three difficulty levels and uses both the single-player and multiplayer levels and arenas. You have three lives to use to make it through the eight stages.



Ultra-challenging Battle Mode is a single player game, but you play it just like any other multiplayer match.

IT'S FAR FROM OVER

While it's a blast to bring our readers the breaking news on games in development, Forsaken was still under construction when we shipped this article off to the printers. There's a pretty good chance that the programmers at Probe will revise a few game features before Forsaken touches down on store shelves. We're totally transfixed by the game's stunning graphics, pounding soundtrack and challenging game play, so it's a sure bet that we'll still be playing it next month. But we won't forsake you. Look for more survival strategies and a possible game change or two in the June issue.

KILLS 0
HULL CRITICAL
PULSAR
MUG

KILLS 8
PULSAR
MUG

CLASSIFIED INFORMATION

0428 6211 4842 0680
MEMBER IDENTIFICATION #

FIFA 98 ROAD TO THE WORLD CUP

World Cup Wrap-Up

We'll kick off this month's installment of Classified Info with the rest of the codes for FIFA Road to the World Cup '98. As with last month's codes, all of these cheats are activated by renaming the first player of a specific team. Select the Customize Squad option and then the Player Edit option. Select the appropriate team and then press Down to highlight the first player's name. Press A to select that player. Once you've changed his name (use all capital letters), press Start twice and then B to return to the main menu.

Cine Celebration

Name the first player of the Japan team (Zone 3-AFC conference) NORIE. Enter Road to World Cup mode. On the Round Select screen, press Z, left C and top C simultaneously to access a cinema scene menu.

Player Points

To give yourself unlimited skill points in the Player Edit mode, change the name of the first player on the Vancouver team (USA conference) to DAVE.

Player Edit
USA
Vancouver
DAVE
Acceleration
Agility
Awareness
Ball Control
Creativity
Fitness
Head Acc
Points Remaining

Round Select

Change the name of the first player on the Japan team to YUJI. You'll then be able to skip to any round in the Road to World Cup mode.

Road to World Cup 98
Qualifying Round
First Round
Final Round
EA SPORTS

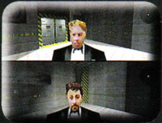
GOLDENEYE 007

Fresh Faces

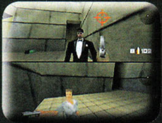
As you probably know, completing GoldenEye 007 on Agent mode will enable a number of extra characters in Multiplayer mode. This code will unlock all those characters plus 31 more, for a total of 64 selectable characters!

The code must be entered on the Character Select screen in Multiplayer mode. It has ten separate steps, and you must release all buttons between each step. Use the Control Pad, not the Control Stick, to enter the directional commands. Luckily, you won't have to complete the game to get the code to work. Incidentally, most of these characters are actually modeled after Rare employees, including some of the kitchen staff!

Step	Hold	Press
1	L and R	Left C
2	L	Top C
3	L and R	Left
4	L	Right
5	R	Down
6	L and R	Left C
7	L	Top C
8	L and R	Right
9	L and R	Bottom C
10	L	Down



Some of the characters have the same faces as other characters , though their costumes differ.



Aaahh! It's Rosika, the killer cleaning lady! Run! Run like the wind!!

Fighters Destiny

Play As Robert the Practice Dummy

Our code breakers have figured out how to enable the secret characters in Fighter's Destiny, but there's a catch: the codes will work only if the Master gives them to you! Every time you complete a one-player game, the Master will give you a special move. He may also give you a code to unlock a secret character, but this is a random event. We played the game until the Master told us how to unlock Robert: play the Record Attack game on Fastest mode and defeat all opponents in one minute or less.

RYUJI
STAGE 1
69.239
MASTER

Playing through the game will be the only way to unlock all the secret characters.

MASTER CHALLENGE
Mach Upper
Middle Attack
MASTER
The Mach Upper skill is yours which is very useful

If you prove your worth, the Master may eventually trust you with his secrets.

NAGANO WINTER OLYMPICS '98

Hermann's Headstand

We named this trick in honor of Hermann Maier, the Austrian Olympian who wiped out spectacularly in the Downhill, only to go on to a Gold Medal in Super G! In the Freestyle Aerial event, don't touch any buttons until you take off, then press B repeatedly until you land. Yowza!

Best Point
123.65
Power
HYPER

If your timing is right, you'll land and then ski the rest of the way on your head.

Best Point
NAGANO
REPLAY

You won't get any points for this trick, but it's fun to watch, especially in Replay!

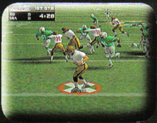
NFL QUARTERBACK CLUB 98

Stop the Madness

OK, now we're beginning to be just a little disturbed. Every time we think we've reached the bottom of the QB Club barrel, a few new codes float to the surface. What does Midway think this game is–Mortal Kombat?! At any rate, you know the drill: Enter all codes on the Cheat menu, and you'll hear a tone if you enter a code correctly. Most codes will work together, and there's no limit to the number of codes you can activate. Got that? Now if you'll excuse us, we're going to play QB one more time, just in case...

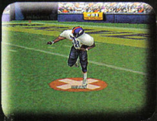
Big Twisters

Type in BGTWSTRS on the Cheat menu to make the ball carrier spin continuously. You'd better watch out for the fumble!



Super Big Arms

To max out your players' arm strength, enter SPRBGRMS on the Cheat menu. Now let's try that stiff arm move one more time!



Super Tackle

This code will give the advantage to the tackling player and make downing an opponent much easier. To activate the code, enter SPRDPRTCKL on the Cheat menu.

Mine Field Mode

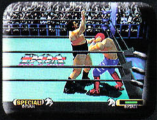
To litter the field with mines, enter MNFLDMD on the Cheat menu. Oh, you'll make ten yards, all right–flying through the air!

1ST QTR
WAS
DAL
2:52

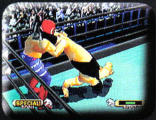
WCW vs. nWo World Tour

Special Move Swipe

Though we're usually pretty methodical when we search for codes, sometimes we discover them just by accident. We were playing WCW vs. NWO for fun when we stumbled across this trick. To use one of your opponent's signature moves against him, build up your power meter until it says, "Special." Now get your opponent into a strong grapple and then press A and B simultaneously. It's that simple!



Use this trick to turn the tables on your foe.



See? Just mashing buttons can be useful sometimes!

Tetris Attack

Faster Time Trial

Even though we knew about this code when Tetris Attack was released, it somehow got lost in the shuffle, and we failed to print it. Several observant readers prodded us about this code recently, so here it is: turn on your deck, wait for Yoshi to say, "Nintendo," then press B, A, L and L. One-player Time Trial games will now run faster than usual.

You'll hear a tone if the code is entered correctly.

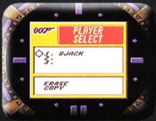
TIME
1'23
HI-SCORE
2000
SCORE
270
SPEED LV.
26
LEVEL
EASY

There won't be very much of a difference above level 50.

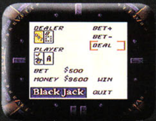
James Bond 007

Card Game Passwords

If you were James Bond, people would always be shooting at you. On the other hand, you'd get to attend a lot of swanky parties at exclusive casinos. We can't turn you into 007, but these passwords will enable you to play the bonus card games at any time. Start a game and select an empty save file. Enter BJACK as your name to play blackjack, BACCR for baccarat or REDOG for red dog. Your deal, Mr. Bond...



Select an empty save file and enter the appropriate name.



My word, 007! You'll break the bank for sure!

Code Hunter Corner

Head Case

Last month's Code Hunter Corner featured a little April Fools' joke, but in reality, the "Case of the Big Head" wasn't entirely fictional. Paul Shinoda, our head code hunter, underwent jaw surgery in December. With his face swollen like a big balloon, he graciously volunteered to be the subject of our April Fools' feature. Thanks, Paul!

This post-operation photo of Paul was doctored a bit, but not much!

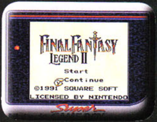
Don't worry-his face didn't stay that way. He's now well on his way to recovery.

CLASSIFIED INFORMATION

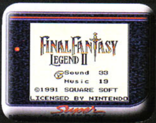
FINAL FANTASY LEGEND II

Sound Test

The Final Fantasy titles for the Game Boy were truly legendary, and all three (FF Adventure, FF Legend and FF Legend II) are being rereleased. To access a Sound Test in FF Legend II, hold Select, B and Start on the Title screen.



Hold Select, B and Start on the Title screen to activate the Sound Test.

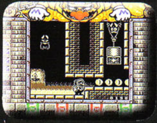


Press Left or Right to scroll through the musical selections and press A to play.

WARIOLAND II

Instant Reset

Here's a quick code for Wario's latest Game Boy adventure: to reset your game, press Select, Start, A and B simultaneously. You can use this code at any time.



If things look dire, you can reset your game to save Wario from disaster.

WARIOLAND II
CONTINUE
©1998 Nintendo

You'll have to start over from your last save point, but you won't lose coins or items.

DUKE NUKEM 64

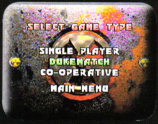
Dancing Duke

We'll close this month's column with three fun tricks for The Duke. The first two tricks, Little Duke and Big Duke, were sent to us via our web site. The third, Dancing Duke, we stumbled upon while testing the first two tricks. You must have the Invincibility cheat to do these tricks.

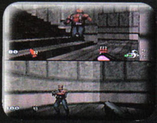
To create a Little Duke, start a Cooperative or a Dukematch game with the Invincibility off. Have one Duke shoot the other with the Shrinker. Go to the Cheat menu and turn the Invincibility on and then off. Now return to your game. Presto! Little Duke will remain small for the rest of the game or until he gets stepped on. Unfortunately, Little Duke won't be able to carry or fire weapons.

To create a Big Duke, hit the other player with the Expander. Let him grow, but pause your game before he explodes. Turn the Invincibility on and then off. Return to your game. Big Duke will function normally, but he'll also be a very easy target!

If you're in a dancing mood, shoot one of the Dukes with the Expander and then pause the game before he explodes. Access the Cheat menu and turn the Invincibility option on. Return to your game. Access the Cheat menu again and turn Invincibility off. Now Duke's "death" animation will repeat over and over, making it look like he's doing a twisted version of the hokey-pokey!



These tricks work in both the Cooperative and Dukematch modes.



Dancing Duke can carry and fire weapons, even while he jumps for your love!

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address to the right. For access to even more cool codes and tips, check out Nintendo's official web site, Nintendo Power Source, at www.nintendo.com.

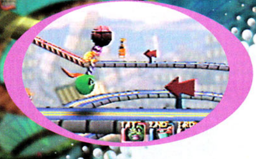
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

IGGY'S™ reckin' balls

© 1998 Acclaim Entertainment, Inc.

Acclaim takes racing to the next level and above by expanding the genre vertically. With Iggy, you'll have a ball, but neverending dangers will make your trip a tough one. At least with our roundup of shortcuts and tricks, you'll stay on track and on the ball.

FOLLOW THE BOUNCING BALL



In the Cho-Dama kingdom, floating roller-coaster ramps and stacks of spinning tracks form towering roadways that climb to the heavens. An ancient civilization erected the sacred towers, but their purpose, like the sky-scraping towers themselves, remains up in the air. To Iggy, a roly-poly wad of reptile, the answer is clear: The towers are mere playgrounds for him and his Reckin' Ball pals to race through, then destroy. That is, if the towers' inhabitants don't stop them. But then again, we know the shortcuts around them.

HIGH ROLLERS

The game features ten worlds, and hidden in each one (with the exception of the first world) is a secret racer, like the ninja. While the developers at Iguana revealed to us that there is barely any difference between the characters' speed or grappling abilities, one look at these eight main racers will show that they're nonetheless a diverse and well-rounded crew.

IGGY

It's Iggy who has arranged the races to determine who is worthy of destroying the towers. Hence, he's the game's star.

Q-TEE

Pink and perky, Q-Tee is one of the few female Reckin' Balls. She's not Iggy's girlfriend, but a hidden character is.

CHATTER

From Iceland comes Chatter, who is all smiles, especially when he grapples an opponent with his whip-like tongue.

AMANDA

When controlled by the CPU, ponytailed Amanda tends to be very ruthless, aggressive and eager to pick a fight.

ROB-ERT

Russia's round rescue robot doesn't bounce along the tracks like other racers. Instead, mechanical Rob-ert hovers.

NARLIE

If anyone wants to scare up a victory against Iggy, it's Narlie, a pumpkin head who'll use tricks and treats to win.

CHARLIE

Hip Charlie's no square. This smoothy grapples with his gold chain, and he rounds out the friendlier bunch of racers.

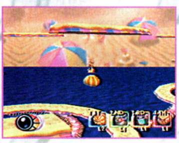
SONNY

It may be his name, but it's definitely not his disposition. Sonny is a hot-headed ball of fire who likes to fight.

BALL BEARINGS

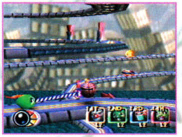
To run circles around the other Reckin' Balls, you'll need to juggle the game's three main maneuvers: jumping, grappling and rolling. Each move is just a button-press away, but your key to success is knowing when and where to do it. The game offers four preset Controller configurations, but all our Controller references will be based on the default setup.

HANG TIME



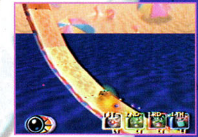
Tap the A Button to make your ball jump. For more hang time, hold down the A Button to make your ball jump then briefly hover, giving you enough time to grapple on to something.

HOLDING ON



Get familiar with how fast and far your ball's grappling line can extend. The B Button will lash out the grappler, and the Control Stick will direct where the arm reaches.

TURBO BOOST

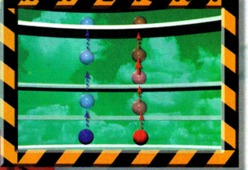


In each race, you'll have four chances to propel your ball with a Turbo Boost burst. The red-yellow pie chart in the lower left of your screen shows how many boosts you have.

ROCK 'N' ROLL

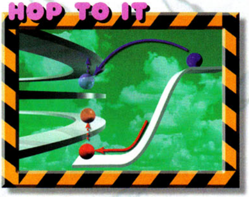
Once you've mastered the game's three basic moves, you'll be able to round out your techniques with a few racing tricks that will keep your ball rolling. In the diagrams below, the red ball depicts your opponent, who's a little clueless and isn't taking our advice. The blue ball, on the other hand, shows what you should be doing when you're informed and on the ball.

GRAPPLING AIR



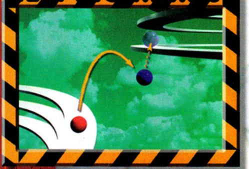
To climb quickly, grapple platforms when you've reached your jump's peak height. As soon as you pull up to the next level, your ball will hang in midair for a split second. Before your ball lands, quickly jump and grapple to take advantage of your extra altitude.

HOP TO IT



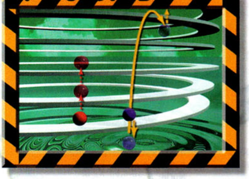
Rolling down steep slopes may be a fast ride, but it's not always the quickest route. By leaping off the hilltops, you may be able to grapple on to a higher platform. Plus, if there turns out to be nothing to grab on to, you'll land back on track with no time lost.

HELPING HANDS



Getting attacked by another racer can sometimes work in your favor. If an enemy grapples and throws your ball, your foe may inadvertently hurl you into the lead. As you sail through the air, grapple to the nearest platform—it may get you closer to the finish.

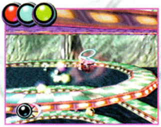
A QUICK DIP



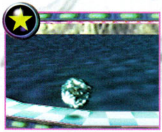
If a course begins with stacked tracks that you must climb, start your race by dropping into the water beneath your track. While pressing the A Button, push the Control Stick down. Once you splash down, your ball will bounce up a few stories to give you a jump start.

SPHERES OF INFLUENCE

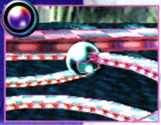
Reach for the stars. You'll find them either along the tracks or if you grapple other racers and slam them into the ground. By grappling or running over a yellow star, you'll randomly receive one of six main types of power-up. The Z Button will activate it, and, with the exception of Invincibility and Projectiles, power-ups will whammy every one of your opponents.



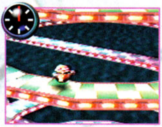
A Blue Projectile will cruise along one stretch of track until it hits something, while Red and Yellow Projectiles will seek out specific racers.



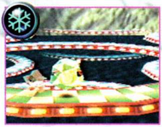
To be unstoppable, reach for a star. The Invincibility power-up will temporarily protect you from attacks, as well as increase your speed.



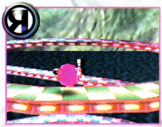
If you're snared in a Bubble Trap, grapple when it bursts. The bubble can float you off the track, but you may be able to reach a higher area, too.



By using Slo-Mo, you'll be able to keep or take the lead. The power-up will slow down other racers while leaving your pace unaffected.



An enemy's Freeze Blast will trap you in an ice cube, but you won't be frozen stiff. To keep things rolling, hit the Z Button to turbo-boost.

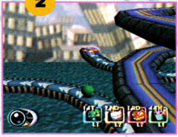


If an opponent activates Reverse Controls, your ball will turn red and respond with the movement opposite to your Controller command.

DOWNTOWN

In Arcade Mode, you'll race and battle against three CPU-controlled balls through the Championship Circuit's ten worlds. Downtown is the first world, and its tangle of roads will pave the way for the more elaborate towers to come. Downtown's basic setup makes for ideal training grounds, and its stacks of streets will help polish your jump-and-grapple skills.

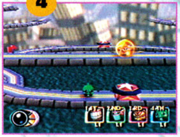
tower 2



WARP SPEED

As you climb up the stacks of circular roads, roll down the blue conveyer belt instead of grappling higher. At the end of the belt is a magic warp that will teleport you past an entire stack of roads.

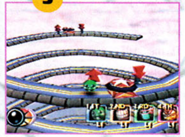
tower 4



DROP TO THE TOP

Inch ahead of the power-up at the end of the first conveyer belt, then drop to the track below. Follow the road to the upward jumper. If you roll into it, you'll launch yourself close to the finish line.

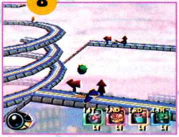
tower 5



DOWN ON THE UPSIDE

You'll bounce by a few jumpers that are flanked by arrows. Always approach the jumpers from the side with the down arrow by it; if you approach the up-arrow side, your trip to the top will be longer.

tower 8



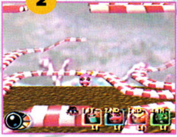
BLOW UP

Using fans will usually save you time. Jump into this fan's gust, but keep the Control Stick still so that the draft will carry you straight up. Ride the wind until you can grapple on to the red conveyer belt.

CANDY LANE

If you bounce out of Downtown's ten courses with the highest average score, you'll unlock the next four worlds. The first is Candy Lane, where all is not sweet. Its broken and unconnected streets are in need of more bridgework than any trick-or-treaters who'd try to eat the peppermint-coated highways. Even less appetizing is the increased presence of Cho-Dama enemies.

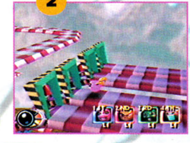
tower 2



THE AIR UP THERE

If you park your ball on top of the blower, your racer will float through the upper platform's gap. If you don't catch enough air the first time the blower puffs you upward, wait for its second wind to fly you higher.

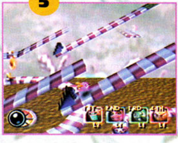
tower 2



OVER THE HILL

You can skip the blower in Tower 2 by taking a more difficult route. Rather than diving down the course's second slope, wait for the oscillating platform. When it slides your way, leap the archway and grapple.

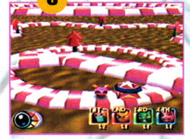
tower 5



BOUNCING BACK

If you trudge uphill, you'll slog across a stretch of platform smothered with green toxic slime that will slow you down even more. Instead, back into the Side Bouncer, then jump and grapple once you reach the hilltop.

tower 6



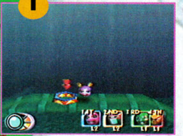
SPIN CYCLE

Spinning beneath the starting line is a circular track that has an upward jumper . To safely land on the lower track, head left or right from your starting point. As soon as you reach a red arrow, drop down.

THE DEEP

The Cho-Dama civilization not only built their sacred towers high in the clouds, but they also built them far beneath the sea. In the Deep, the Reckin' Ball courses begin to feature more forks, alternate paths, and false shortcuts. Sometimes, the lower road will take you to the top, so navigate cautiously–one wrong turn in the Deep just might beach your ball.

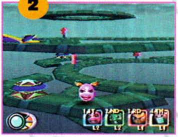
tower 1



ALL POINTS BULLETIN

Grapple up the platforms that float near the bottom of the red conveyer belt. On the top platform sits a magic warp accompanied by an arrow that alternately points up and down. Enter the warp when the arrow points up.

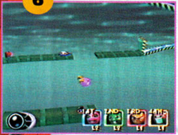
tower 2



POP FLY

Rather than hopping into the fan, plop onto the platform below and launch yourself from the jumpers. The fan will lift you a few stories only, while the jumper will blast you to the level just below the finish.

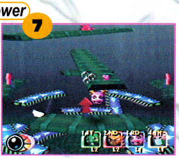
tower 6



AIR BALL

After warping, you'll materialize on a U-shaped track. One end of the track features a jumper, while the other end features a blower. Enter the blower, float as high as the air will take you, then glide right.

tower 7



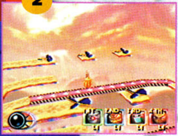
PROP HOP

On the final stretch, the platforms spin like a stack of horizontal propellers. To avoid waiting for the platform above to spin within reach, toss the Spikies, then grapple through the center (the axis) of each track.

SOFT SUN BAY

Back on dry land, the racers will dry off by jetting around the sandy shores of Soft Sun Bay. The Cho-Dama civilization must have been sun-worshipers, because the bay's tracks will be the most elaborate tracks you'll encounter thus far. Moreover, the courses will seem like a boardwalk roller coaster, with their steeper hills, larger loops, and faster moving platforms.

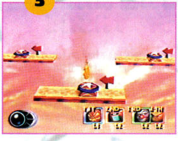
tower 2



FANFARE

When you reach the trio of fans, leap over them while pushing your Control Stick diagonally up. If you catch enough air, you'll be able to propel yourself up to the third platform that floats overhead.

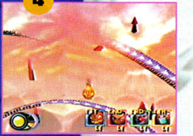
tower 3



PINBALL WIZARDRY

On the last leg of the course, your Reckin' Ball will become a pinball as it bounces from jumper to jumper. By keeping your Control Stick still as the jumpers bop you around, you'll automatically land on each jumper.

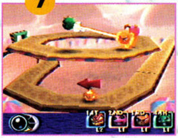
tower 4



THE VANISHING

When you reach the tower of disappearing tracks, move sideways as you grapple your way up. The tower is visible at certain angles, so keep your view of it rotating so you can catch frequent glimpses of the tracks.

tower 7

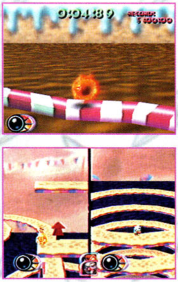


HOP, STOP AND DROP

After latching on to the rotating circular platform, stay in place. If you stay where you boarded the platform, you'll be able to drop directly onto the next racing strip when your platform swings above it.

FASTBALLS

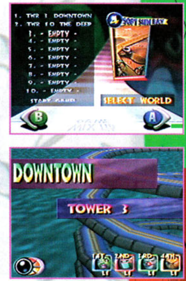
In addition to racing the three CPU racers in Arcade Mode, you can speed through Time Trial and Vs. Mode. Up to four people can simultaneously race in Vs. Mode, a circuit competition that features no CPU racers. In Time Trial, you're on your own, racing solo through a single lap to set a record time. Since no rival racers appear in Time Trial, it's the safest environment for exploring the tracks. But even if you know the courses, it'll be a whole new ball game once the other racers show up in Arcade Mode.



Race against the clock in Time Trial to test your rolling and grappling reflexes, or go head-to-head against friends in Versus Mode.

GLOBE-TROTTERS

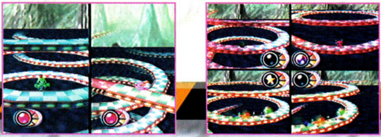
Iggy's Reckin' Balls rolls out 100 courses, so you're bound to have a few dozen favorites. In Mix-Up Mode, you can single out those favorites and mix them together in a personalized racing circuit. Once you've assigned a track to all ten open slots in Mix-Up Mode's racing schedule, you can begin the wreckin' and racin' for the gold medal. Like Arcade Mode, your customized world will be worth a maximum of 100 points, with every gold medal finish earning ten points, silver earning five, and bronze earning two.



In Mix-Up, you can create a racing circuit using any of the 100 towers. Since the circuit is ten races long, you can represent each world.

BALLROOM BLITZ

In Battle Mode, you can fight up to three other balls, CPU- or human-controlled, in a battle royal. In addition to using power-ups, "grappler-to-grappler" combat will bolster your offense. When a racer rolls within reach, hit the B Button and you'll grab then slam your opponent. For the Advanced Grapple-Slam, toggle the Control Stick left and right once someone's in your clutches. If you perform the maximum of four slams in a row, you'll win a power-up. To execute the devastating 360° Spin-Grapple, hit the B Button to grab, push the Control Stick up, then move the Stick in a full circle.

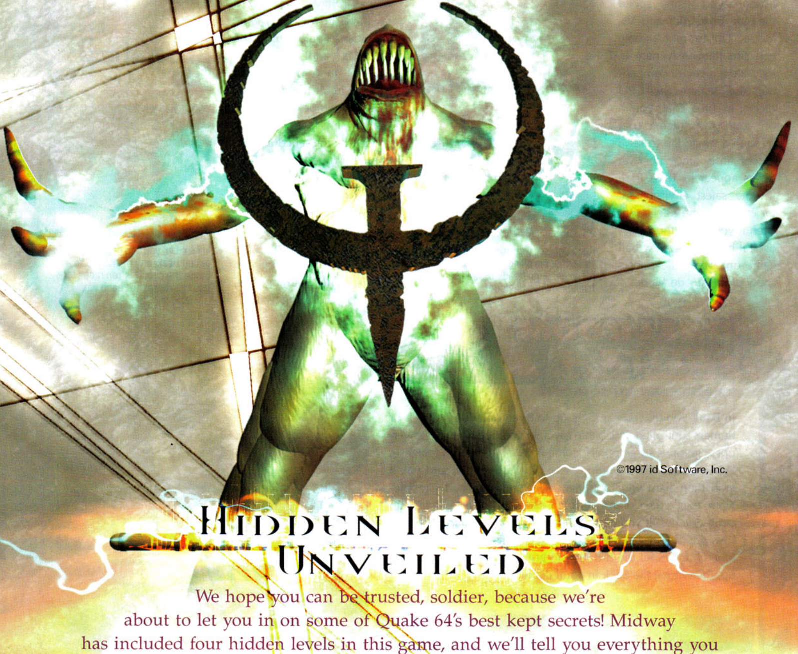


Battle Mode allows you to pit your Reckin' Ball against any combination of two, three or four CPU- and human-driven balls. Put the fear into other spheres by catching them with a power-up trap and then tossing them into the acid below.

FULL CIRCLE

Secrets still abound and bounce in IRB, including the world of Funkville and the hidden Elvis impersonator. And even after the credits have rolled once you've aced every world, the game will unveil one last surprise: Iggy's Challenge, where you just might finally win access to using Iggy's girlfriend, Val.

QUAKE



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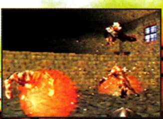
HIDDEN LEVELS UNVEILED

We hope you can be trusted, soldier, because we're about to let you in on some of Quake 64's best kept secrets! Midway has included four hidden levels in this game, and we'll tell you everything you need to know to pull through them like a trooper! And as if that weren't enough reason to keep reading, we'll also spill the beans on your final battle!

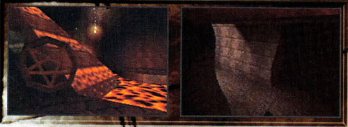


ZIGGURAT VERTIGO

This is arguably the coolest secret stage because of its incredibly low gravity. In case it's not clear, we're not talking levity here, we're talking levitation! Both you and your ammo will be able to go higher and farther than you ever could before!

1 Bonus Baptism

To begin the level with a quick bonus, grab the Pentagram of Protection in front of the Ziggurat and run into the lava pool off to its right. Sink down into the lava, turn right, and swim through the archway. Now just pop out of the pool, grab the Quad Damage, and head through the Slipgate.



2 Ledge Launcher

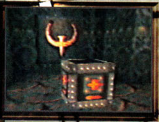
There's an active elevator to the left of where you started the stage, but before you go for a lift, jump up on all the ledges in this lower area and launch an attack on all the baddies you can see above. Remember that almost all of your weapons will have an extra long range in this level!

3 Pocket Rockets

Ride the lift to the upper area and take out any Ogres and Scrags that you come across. Now before you head up any farther, look around this floor for nail crates and the all-important Rocket Launcher.

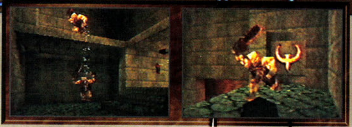
4 Fall Back

At the very top of the hall you'll spy a Megahealth and a big button. Trip the switch, carefully fall back down to the first floor (making sure that you don't land in lava), and go inside the now-open Ziggurat.



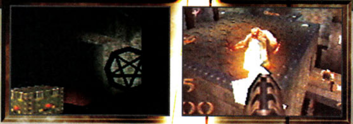
5 Close Quarters

The short hallway in the Ziggurat leads to a two-tiered room where a couple of Ogres are lying in wait. It's a rather cramped space, so rather than running into the room with your gun blazing, use bank-shot grenades to best the Ogre lurking off to the left and a couple of rockets to topple the one that's up and to the right. Once they're neutralized, hit the switch on the second tier to activate some elevators.



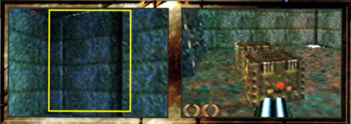
6 Handy 'Gram

In the new area outside the Ziggurat, leap up the ledges and clobber any Ogres you encounter. When you can't go any higher without an elevator's help, work your way over to the ledge on the right side of the room. Grab the Pentagram of Protection on this shadowy perch and quickly fall to the floor. Now take the closest lift up and prepare to defeat the Shambler that lurks in the highest reaches of the room.



7 Nabbing Nails

This level's last secret area is almost impossible to miss! After you get past the Gold Key door and beat the three Ogres, explore the small hallway just past the room with the Slipgate. Shoot the false wall you'll see on the right, enter the secret area, collect the nail crates inside, then just stroll through the Slipgate to exit the stage!

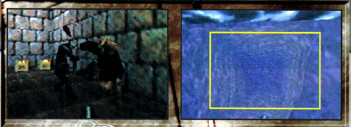


THE UNDEREARTH

This secret stage starts off with a little misdirection, making you think that you're headed the right way when you're really heading into a dead end. Pay attention to the first tip to find out how you can use this clever deception to your advantage.

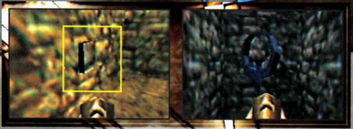
1 Finish First

The door near the starting point leads right to the exit, but you won't be able to leave until you've made your way through the rest of the level. Head in there anyway to make your final escape a lot easier. Next, find the opening in the moat to begin your assault on the bulk of this stage.



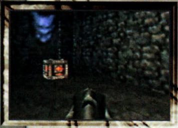
2 A Quick Quad

Once you've surfaced from the moat and defeated the three Ogres and a Fiend, explore the small hall until you find a brick that's slightly askew. You can bump it to raise the bars in front of a nearby Quad Damage, but we suggest you save this bonus until after you've captured the Gold Key.



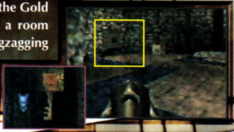
3 Fiends Follow

Nabbing this Megahealth will release two Fiends behind the wall on the right. Grab the power-up and quickly dive into the toxic pool on the left. You won't sustain much damage, but the Fiends usually follow and sink into the depths.



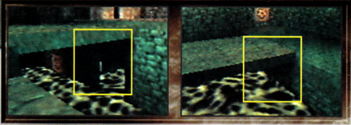
4 Big Blue Line

Just before you find the Gold Key, you'll come to a room with a blue line zigzagging across the floor. Don't step on it or you'll be struck by darts.



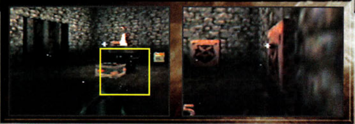
5 Toxic Treats

Just beyond the Gold Key door is a room with a bridge positioned over a toxic pool. Beneath the start of the bridge is a room with a Biosuit. Nab it and swim to the armor beneath the far end of the bridge. Now push the button by the first room and use the stairs behind you to exit the pool.



6 Switch Stations

This room contains a spinning turret trap that will nail any soldier who doesn't proceed with caution. To avoid being strafed with spikes, run around the room counterclockwise, bumping the four buttons on the walls as you pass by. Once you've pressed all of the buttons, some bars will rise, allowing you access to the next passage. Be prepared to slay the Ogre who is standing on the other side.



7 Nailin' Knights

Soon after the Ogre you'll find a darkened passage that is guarded by a Fiend. Defeat him and use bank-shot grenades to lure out the two Knights who are hiding in the hallway. Switch to a Nailgun when they come out to play.

8 Fight or Flight?

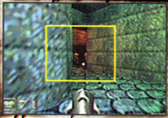
If you followed the first tip for this level, you will have already defeated all the foes who were protecting the exit. If you didn't, you can either try to beat them now or just dash as fast as you can through the final door.

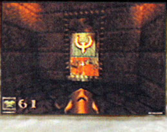
THE HAUNTED HALLS

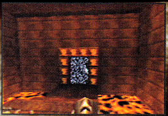
While some stages allow you to pick from multiple paths, this short-but-sweet level i
remarkably linear. Even though you won't have to worry about getting lost, be forewarn
that this stage's small rooms are practically overflowing with powerful foes.

1 Two Short Stories

You can race through most of this level's first two floors, but slow up after you've faced your first Fiend. Once he's beaten, creep forward until you can see around the next corner and blast any Zombies you spot with rockets. Now round the corner and turn the Ogres and Scrag into slag. Hit the button and run to the Slipgate that's in the next room.

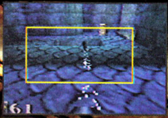


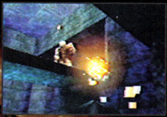


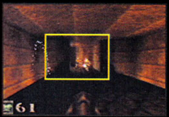


2 Live by the Launcher

Once you're up on the next tier, go left until you see a room with a short bridge above. Although it's hard to spot, there's a small pit in the floor that holds a Fiend. Grenade him before going any farther. Next, rocket the Ogres that are up by the bridge, then take the lift up, back into the button, and fry the Zombies who'll emerge from the floor.

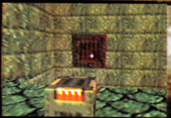


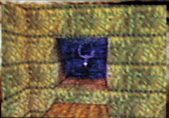




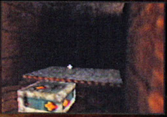
3 A Battle for Bonuses

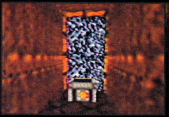
After you get across the bridge, you'll come to a room that's ugly with Ogres. Although you can bypass most of them by leaping into the lava and finding the path to the next room, you'll get a nasty burn while passing up a bunch of bonuses. Instead of fleeing, try wiping the Ogres out from the relative safety of the doorway. Once that's done, pick up the armor that's out in the open and locate the secret area beneath a lift. Finally, shoot the metal grill on the wall to reveal a hidden area with a Quad Damage.





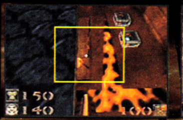
Hop on this little lift, then quickly hop back off it. Fall into the pit that's beneath the lift, grab the Megahealth, and use the Slipgate.





4 A V

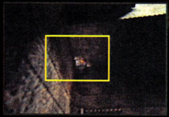
The next area is a bit tricky, so
the right until you can just see in
port up to your level. (He'll be
Shoot the switch on the far wall
hit the switches inside and run



5 Fight B

Just beyond a hall lined with nai
from four different directions. I
on your left and look for a switc
area. Once you've bagged the b

There are baddies all around, including a small bunch on a bridge and an Ogre who lobs grenades from a sniper's nest. Don't try to defeat them before you've grabbed the armor and the Quad Damage.



Up on the bridge, you may spot a slight recess in the wall to your right. If you leap for it, you'll end up in a secret passage containing a rather useless Pentagram of Protection.

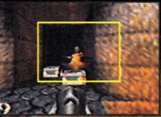
6 You Leap

If you decide to go for the pentag
from the way you came or you'r
low the passage around until yo
either go back and scour the leve
the last bridge and head straight

ed

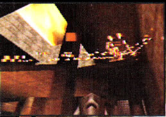
or's in Store

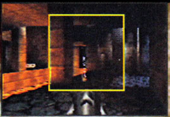
e careful! At the start of the bridge, sidestep cautiously to side a cage. Lob a grenade into the cage to make a Vor tele- ehind you.) Clobber him, then go stand in front of the lift. beat any Ogres that appear, and climb into the cage. Now ut of the room.

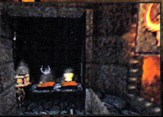


ack After Bonuses

shooters, you'll enter the room where you'll be ambushed nstead of taking on all your attackers, just defeat the Ogre h on the ceiling. Shoot the switch and run left into a secret onuses, start blasting away with abandon!







From the entryway, look left until you see a button on the wall, then look up to spot the ceiling switch. Shooting it will reveal the bonuses that you'll need to beat back the baddies.

. You Lose

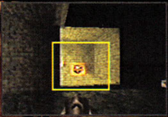
ram mentioned above, don't try leaping back into the room e likely to fall into very deep lava. Instead, you should fol- u're back in the hall with the nail shooters. Now you can l for any items you may have missed, or you can walk over for the Slipgate.

The final secre
very nonlinea
becau

1 Right Away

At the first fork in the road, turn right, then take another right up a ramp. Turn around, leap for the switch, and head right into the new hallway. Ride the lift and run past the Vor to the corner of the room to discover a Quad Damage. Destroy the Vor and then fall down the hole in the floor. Now you'll be on a ledge with Red Armor just a few feet away.

Don't waste your ammunition on this glowing switch. It won't open the hidden hallway unless you leap for it.



Don't at
Vor unti
found th
Damage
him, the
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secret
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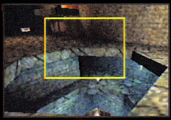
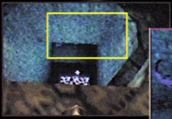
2 Well, Well, Wel

Hop off the ledge and walk over to the well. Bomb any foes below ar well while facing the wall. Now run forward so that you land down a blast the corner to reveal a roomful of bonuses. Finally, run and fal





3 Which Switch Whe

At the bottom of the well there's a cage and two switches. Skip 'em the path that leads (via lifts) to a switch on the floor. Hit it and hea Next, bump the wall switch and climb into the cage. Flip the swi another floor. Now find the lift and take on the Ogre and Zombie a

NAMELESS CITY

level is everything the Haunted Halls was not: Very long, very dimly lit, and
r. And while some parts of this city may appear to be abandoned, that's only
e most of the monsters are waiting to take you on in massive teams.

tack the
l you've
e Quad
behind
n drop
floor to
first
rea and
Armor.

n!

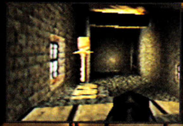
d stand at the lip of the
level. Turn around and
down another level to
iscover more goodies.

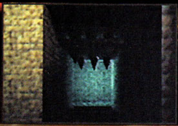
ere?

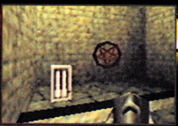
up for now and follow
back toward the well.
ch inside and descend
its top.

4 A Heckuva Hike

Next, leap to the key on the other side of a hall and go down to the Gold Key door. Hit the switch inside, backtrack to the left passage off the main hall, and walk a long way until you find the spike trap shown below. Get past it to gain a cell and a pentagram.

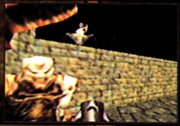


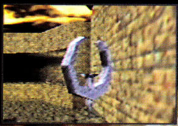


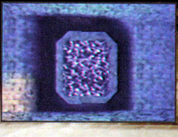


5 Gladiators at the Gate

Having pocketed the pentagram, dash back past the spike trap and through the opposite door. Run past any foes until you reach an open arena, then hop on the center lift and rain down destruction. Now leap to the ledge, nab the Quad Damage, and get in the Slipgate.

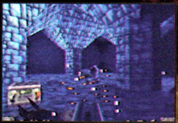


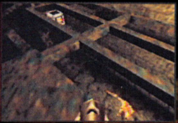




6 Another Savage Arena

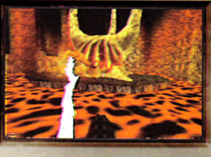
Now you'll be in a huge room that's full of Fiends. Use the Thunderbolt on them. Once they're gone, a Vor will eventually appear in the middle of the room. Destroy him to reveal the Silver Key and another Slipgate, then use the Slipgate and dash back to the Silver Key door. Inside, climb on the cage, fall between the bars, and nab the bonus. Now the exit's only one Vor away!





NO GUTS, NO GLORY

Time to be brave, soldier, 'cause you're about to face your final foe. We don't want to give too much away here, but let's just say that your enemies know her simply as "Mom." And here's a big clue to bringing down this mother of all monsters: A Slipgate can be a better weapon than any amount of firepower!



Quest 64™
COMING SOON TO YOUR N64 FROM THQ!

THQ INC.
NINTENDO POWER

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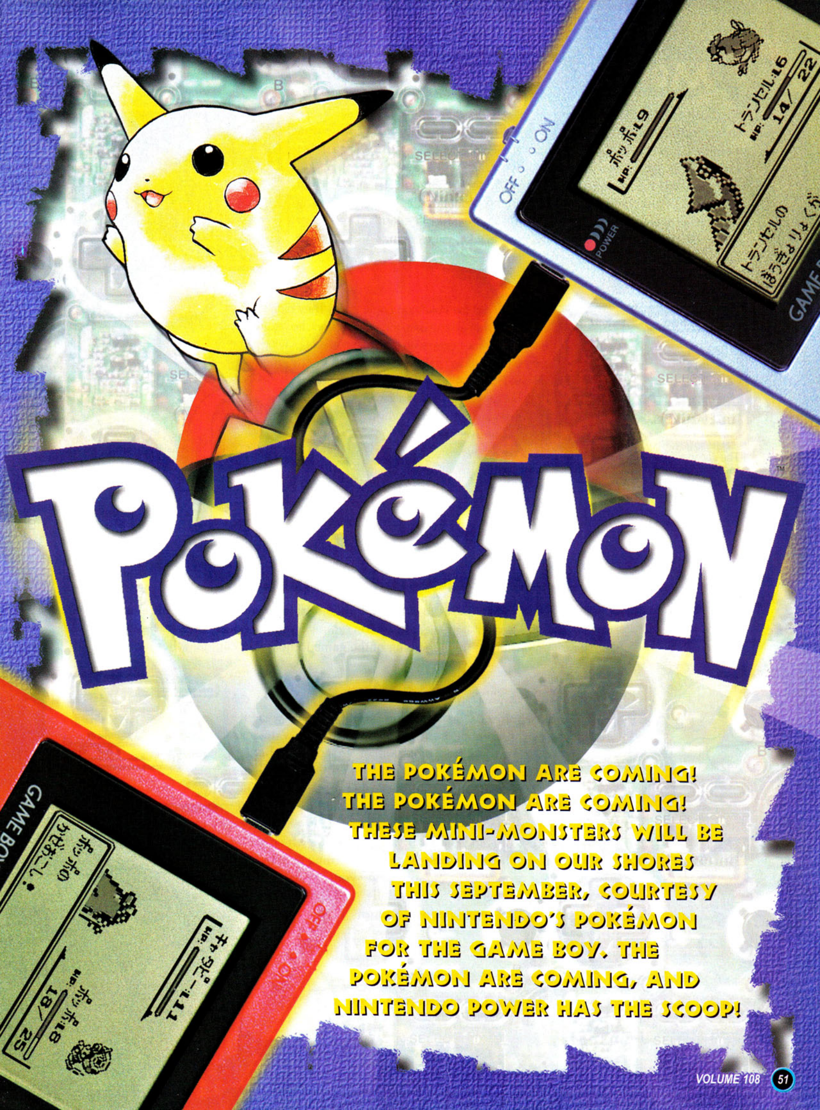
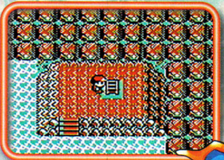

ポッポ:L9
HP:
トランセル:L6
HP: 14/ 22
トランセルの
ぼうぎょりょくが
OFF ON
POWER
キャタピー:L11
HP:
ポッポ:L8
HP: 18/ 25
ポッポの
かぜおこし!
OFF ON

POKÉMON™

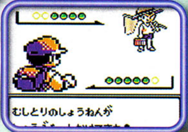
THE POKÉMON ARE COMING! THE POKÉMON ARE COMING! THESE MINI-MONSTERS WILL BE LANDING ON OUR SHORES THIS SEPTEMBER, COURTESY OF NINTENDO'S POKÉMON FOR THE GAME BOY. THE POKÉMON ARE COMING, AND NINTENDO POWER HAS THE SCOOP!

MONSTER MANIA



Japan is being overrun by monsters. No, they're not toppling skyscrapers or crushing army tanks, but they are holding the hearts of players in a seemingly unbreakable grip. They're the Pokémon (also known as "Pocket Monsters" in Japan), and for the past two years, practically no one in Japan, young or old, has been safe from their ferocious charm. Their furred and fanged faces adorn nearly every kind of product imaginable, including books, toys, games, clothing, music CDs and even snack foods. In all, over 600 Pokémon-related products are now available in Japan, and the craze shows no signs of slowing down.

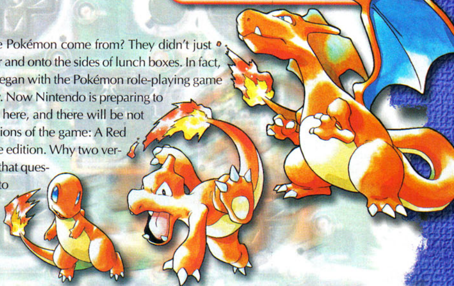
Red and Blue



むしとりのしょうねんが

The Japanese version of Pokémon for the Game Boy has sold over 8 million copies in just two years.

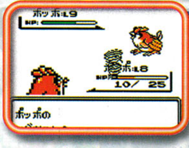
But where did the Pokémon come from? They didn't just pop out of thin air and onto the sides of lunch boxes. In fact, the entire craze began with the Pokémon role-playing game for the Game Boy. Now Nintendo is preparing to release Pokémon here, and there will be not one, but two versions of the game: A Red edition and a Blue edition. Why two versions? To answer that question, we'll have to start with the game's basics.



COMBAT, CAPTURE, CUSTOMIZE

The primary goal in Pokémon is to find, capture and train various monsters, all in an effort to become the world's greatest Pokémon trainer. You'll choose one of three tamed "starter" monsters at the beginning of the game to help you capture other monsters.

Amazing Abilities

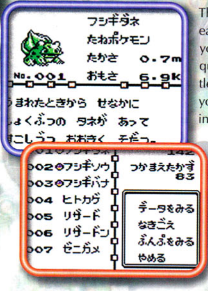


ポッポの

To capture a wild Pokémon, you'll have to wear it down in combat and then trap it inside of a device called a Monster Ball. Rather than doing battle yourself, however, your Pokémon will fight for you, gaining experience and learning new skills over time. Pokémon will have the potential to master all sorts of amazing abilities, like breathing fire, summoning tornadoes, hypnotizing foes and so on. Since you'll be able to choose which skills your Pokémon will learn, you'll even be able to "customize" them according to your tastes. With the proper care and training, your monsters will become stronger, learn new skills, and maybe even transform into entirely new creatures.

No two Pokémon are exactly alike, and individual monsters evolve from different types of combat training.

Master of Your Destiny



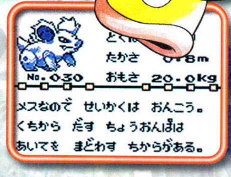
フシギダネ
たねポケモン
たかさ 0.7m
No.001 おもさ 6.9K
まれたときから せなかに
ょくぶつの タネが あって
こしずつ おおきく そだつ。

142
002フシギソウ
003フシギバナ
004 ヒトカゲ
005 リザード
006 リザードン
007 ゼニガメ

つかまえたかず
83

データをみる
なきごえ
ぶんぷをみる
やめる

There will be 150 different Pokémon in the game, and each one you capture will be recorded automatically in your monster log book. Even if you fail to catch your quarry, the computer will make a note about the battle. As you scour the countryside for new monsters, you'll also encounter various obstacles and enemies, including rival Pokémon trainers and members of the notorious Team Rocket, a society of villains bent on conquering the world. While you won't be able to capture your rivals' tame Pokémon, fighting them will give your monsters valuable combat experience. Once you've defeated all your enemies, you'll win the coveted title of Pokémon Master.



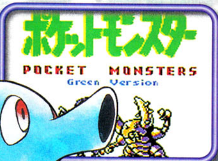
たかさ 0.8m
No.030 おもさ 20.0kg
メスなので せいかくは おんこう。
くちから だす ちょうおんぱは
あいてを まどわす ちからがある。

COLLECTING CRAZE

Becoming a Pokémon Master will obviously be an important goal in the game, but the greater challenge and fun will be in collecting all 150 Pokémon. While it will be impossible to find all the monsters your first time through the game, your monster log will be stored in a permanent memory file. When you complete a game and start a new one, your collection will remain intact, and you'll be able to pick up right where you left off.

1 + 1 = 2 Much Fun

What's even more exciting is the fact that you'll be able to trade monsters with other players through the Game Boy's Game Link cable. This is where the two editions of the game, Red and Blue, will come into play. To make the hunt for Pokémon more interesting and challenging, the two editions will feature the exact same game, but not the same mix of monsters. While a particular monster may be common and easy to find in the Red edition of the game, it may be rare and much tougher to find in the Blue edition. Therefore, if you can't locate a specific Pokémon in your Game Pak, you'll have to go to another player with a different edition of the game to find it. This is assuming, of course, that you'll have a monster that another player will want to trade for. Luckily for you, you'll be able to collect more than one of each type of monster and store the extras in a special monster bank. You'll then be able to use these extra monsters for trading, and you won't have to worry too much about draining your own collection.



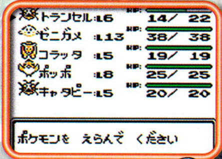
ポケットモンスター
POCKET MONSTERS
Green Version

Nintendo
GAME BOY
ロールプレイング
バックアップ機能付
POCKET MONSTER TRAINER
赤
ポケットモンスター
POCKET MONSTERS
通信ケーブルでモンスターをとりかえっこ!
Nintendo
GAME BOY
ロールプレイング
バックアップ機能付
THE POCKET MONSTER TRAINER
青
ポケットモンスター
POCKET MONSTERS
通信ケーブルでモンスターをとりかえっこ!
Super GAME BOY
スーパーゲームボーイで、あざやかカラー

Trading between the Red and Blue versions of the game will be essential to collect all 150 monsters. Each version will allow you to collect only about 140 different monsters—to get the rest, you'll need to wheel and deal!

TOUGH TRADES

Another incentive for trading is the fact that most Pokémon will develop more quickly after they've been traded. In fact, some types of Pokémon won't evolve completely unless they've been traded. If they're kept in the same Game Pak, they'll never reach their full power. This could lead to a lot of interesting wheeling and dealing. Think about it: if you have a monster that's "stuck" in one form and you want to get it "unstuck," you'll have to find someone who will take it in one trade and then give it back to you in the next. Of course, the other player will probably want a pretty sweet deal in return for such a big favor. If you think that trade negotiations in major league sports are tough, just wait until the Pokémon trade wars start!

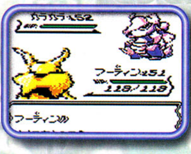


```
 トランセル:L6       HP:
                    14/  22
 ゼニガメ   :L13     HP:
                    38/  38
 コラッタ   :L5      HP:
                    19/  19
 ポッポ     :L8      HP:
                    25/  25
 キャタピー:L5       HP:
                    20/  20

ポケモンを  えらんで  ください
```

Virtual Duels

Besides being able to trade, players will also be able to challenge each other's monsters through the Game Link. You'll be able to pit one or more of your monsters against an equal number of your rivals' monsters in a virtual combat arena. While you won't be able to capture Pokémon through Game Link combat, the victor will take home experience points and bragging rights. These monster duels have become such a popular pastime in Japan that one Japanese game show even has a segment devoted exclusively to them!



フーディンの

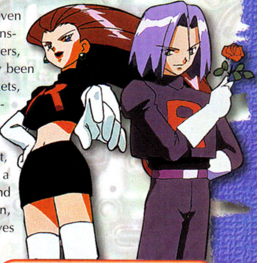
COLLECTIBLE COMBAT

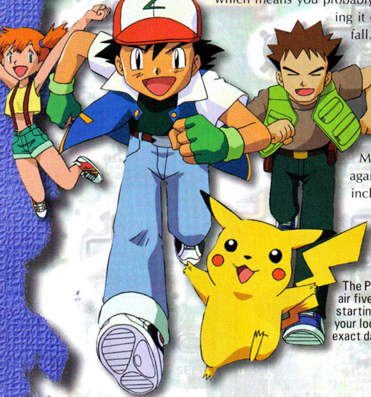
With its emphasis on collecting and dueling, Pokémon has a lot in common with collectible card games (CCGs) like Magic: The Gathering. It should come as no surprise, then, that a Pokémon CCG was developed and released in Japan last year. The game boasted full-color art that was created specifically for the game by some of Japan's top comic book artists, plus stats and background information on all 150 Pokémon. The original set included 170 cards, but expansion sets soon pushed the total to 450. The game is currently being translated into English and will be released here this fall. This is just one of the many Pokémon products being readied, and while we don't have any official word yet on what other items will be available here, we'll be sure to keep you posted.

HP50
ニドリーノ
ゼニガメ
HP40
ポケットモンスター
POCKET MONSTERS
POCKET MONSTERS CARD GAME
CARD GAME

TERRIFIC TV

If you're a fan of Japanese anime (animated films and TV series), you'll be even more thrilled to hear about the Pokémon animated series, which is also being translated into English. This series is a prime-time hit in Japan, where its mix of monsters, mayhem and humor earn it high ratings for its time slot. The show has already been picked up for broadcast in 86% of the U.S. television markets, which means you probably won't have any trouble finding it once it begins airing in the fall. The series will be based loosely on the game's plot, following the exploits of a young Pokémon trainer and his tamed Pokémon, Pikachu. As our hero strives to become a Pokémon Master, he'll also battle against many sinister enemies, including Team Rocket members and their bumbling pet Pokémon, Meowth.





The Pokémon series will air five days a week starting this fall. Check your local TV listings for exact dates and times.

The Pokémon animated series will add new characters, situations and excitement to the game's story.

A MONSTROUS FUTURE

If you ask Japanese Pokémon fans what really sparked interest in the game, the great majority of them will tell you that it was the fun of collecting and trading that jump-started the whole Pokémon phenomenon. Collecting has long been a popular hobby on both sides of the Pacific, and from what we've seen so far, we have no doubt that Pokémon history will repeat itself here.

Stay Tuned

The Game Boy games, the TV show and the CCG have all received a lot of positive buzz here already. Web sites are popping up all over the Internet (look for the official www.pokemon.com this summer), and Nintendo has been receiving tons of calls from curious consumers. If you'd like to jump on the Pokémon bandwagon, too, don't worry. We'll be providing exclusive Pokémon coverage in future issues, including in-depth strategies for the Game Boy game and other special surprises, so stay tuned!

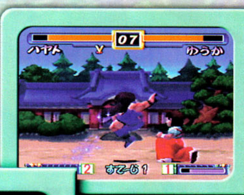
151ひきかんたんこうさく
りったいポケモン2
ポケットモンスター

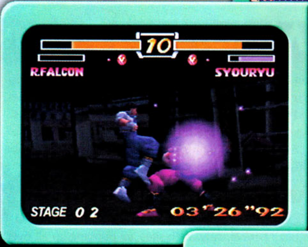
FLYING DRAGON™

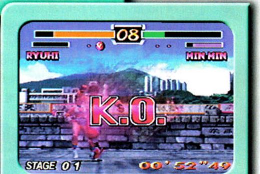
This summer Natsume will release Flying Dragon, a title featuring two fighting games in one Pak. Will it be twice as fun as other tourney games?

Two-for-One Deal

No one will dispute that Flying Dragon is unlike any other tournament fighting game for the N64. The Rumble-Pak-compatible title features two games in one cartridge. The first game features colorful cartoon action with kid warriors and magical treasures. The other game doesn't have treasure or much originality, but it does have a clever program that grades your fighting skills. Neither game–in the early Japanese version we reviewed, Natsume calls each game a "mode"–has the flashy graphics or the cool sound effects of N64 titles like Killer Instinct Gold or Clayfighter 63⅓, but both modes feature easy-to-learn moves. That's a big plus if you don't have the dexterity or patience to practice thirteen-hit combos. Is it enough to make you want to buy it? Take a look.

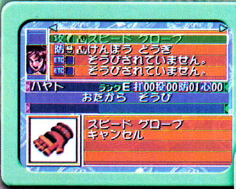






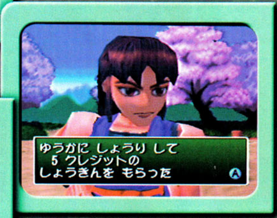
© 1998 Natsume.

A Fighting RPG?

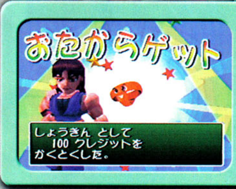


攻 スピード グローブ
防 けんぽう どうぎ
ETC そうびされていません。
ETC そうびされていません。
ハヤト ランクE 打00投00防01心00
おたから そうび
スピード グローブ
キャンセル

Well, not exactly. As you win battles in Flying Dragon's kid-fighting SD Circuit, you'll earn one or more of the 200 treasures in the game. You can equip these treasures to increase your fighting chances against other warriors. The treasures fall into one of four categories: Action, Defense, Medicine and Special. Action items are offensive weapons and Defense items help protect your warrior. Medicine revives lost stamina. A Special item won't damage your opponent directly, but it can increase your speed or slow down your foe.



ゆうかに しょうり して
5 クレジットの
しょうきんを もらった

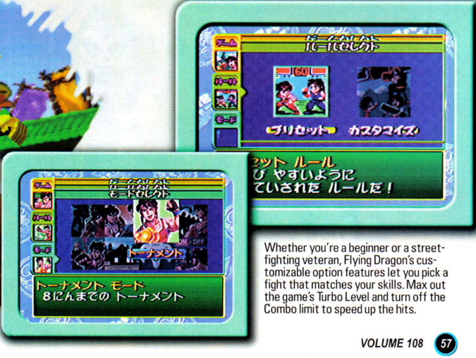


しょうきん として
100 クレジットを
かくとくした。

After a winning match your warrior may win a treasure. Equipping these items will increase your fighter's offensive or defensive powers. You probably won't find all 200 items in the game, but you can trade your items with friends by using an N64 Controller Pak.

Versatile Modes

Flying Dragon is packed with customizable features for both SD and Virtual modes, so you can tweak the game to suit your tastes and skill level. Pick up the pace of the action by cranking the Turbo Level or increase the speed of your fighters' combo hits. If you're feeling defensive or you're tired of your character taking too many blows, toggle the Auto Guard Option to keep your warriors on their guard. If you're feeling nostalgic and want to go back to the early days of street fighting, there's an option for switching from the game's 3-D mode to a flat, 2-D format.



ットルール
び やすいように
ていされた ルールだ！

トーナメント モード
8にんまでの トーナメント

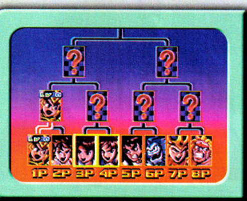
Whether you're a beginner or a street-fighting veteran, Flying Dragon's customizable option features let you pick a fight that matches your skills. Max out the game's Turbo Level and turn off the Combo limit to speed up the hits.

Cute Kid Fighters

Flying Dragon's SD Mode is packed with lighthearted, animated kid-fighting tournament action. Armed with magical talismans, these mini-warriors kick, punch and head-butt their way to the top of the tournament podium.

TOURNAMENTS

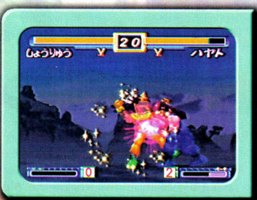
Fighting and finding treasure in SD mode is only the beginning. Once your warriors are loaded down with cool goods, it's time to invite your fellow Flying Dragon friends over and find out who has the fighter with the best stuff in your own multiplayer tournament match. The game lets you customize your contest for up to eight players. Using N64 Controller Paks, you can trade the best and most powerful treasures between friends so everyone will have a fighting chance at coming out on top at your tournament.



No loser brackets here. To stay in the game and move up to the next level, your fighter must come out on top in a best-of-three-matches fight. If you're using SD Mode characters, you and your friends can use the special treasure items you've saved to your Controller Pak to get the inside edge.

EASY MOVES

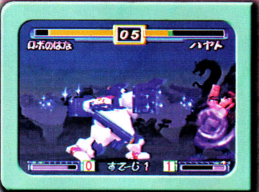
Learning Flying Dragon's fighting moves is almost child's play. You don't have to press the buttons at lightning-fast speed to execute them. The kid fighters are often patient and give you plenty of time to plan your combos, but if you want uninterrupted practice, try out the game's practice mode. If you're a gamer who misplaces instruction manuals, you won't have to fret over lost moves–practice mode offers a user-friendly training feature that displays each character's moves on the screen so you can refresh your memory.

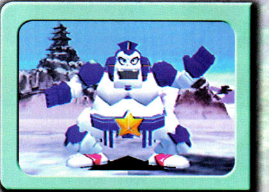


When compared to other fighting games, the moves in Flying Dragon are easy to learn and master. You don't have to press five buttons in a half second to pull off extended combos or multiple attacks.

SEEING SPOTS

SD Mode also features a Mind's Eye Mark option that will randomly place colored spots on the battle screen, indicating either where your opponent is about to attack or the location of the enemy's weak spot. Depending on the color of the spot, you can avoid damage or inflict extra pain on your foe.





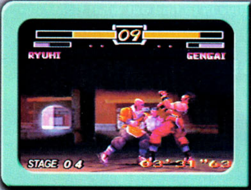
Robonohana, the champion robot sumo wrestler, throws an opponent for an extra loss after pounding on his weak spot. The Mind's Eye Mark Option can show you where your opponent is about to strike or where you can hit for extra damage. Targeting your opponent's weak spot is a surefire way to get your prized fighter to the top of the tournament standings.

Serious Fighting

Virtual mode's tough fighters look cool and deadly serious. You would be, too, if you were being graded on your fighting skills–if you're lucky enough to get past the evil Ryumaou in the game's final battle.

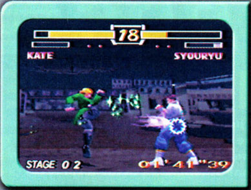
GET TOUGH

You would think that Virtual mode was the adult version of SD mode, with the kids fighting as grown-ups. Not exactly. Three of the SD mode characters–Ryuhi, Hayato and Shouryu–do make the transition to fight as adults in Virtual mode, but they've moved on to completely different moves. The other fighters are new characters. To win in Virtual mode, you'll have to defeat seven rivals and best the evil Ryumaou in the final battle.



Even though three of the characters from SD mode also appear in Flying Dragon's Virtual mode, all of their moves are different. These seasoned warriors have shed their cuteness for tough-guy looks and rock-hard muscles.

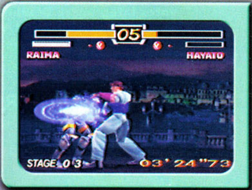
MAKE THE GRADE



Virtual mode fighters earn a grade score each time they complete the circuit. Your grade is based on an assortment of criteria, including your win-loss record, artistic technique, the number of times you've fought in the Circuit, the average time it takes you to fight a match, and the average difference in strength between you and your opponent at the end of a match. Your grade goes up or down depending on how well you fight.

STAND TALL

Virtual mode's fighters are tougher to defeat than the opponents in SD mode. Most warriors will still be standing on their feet when the match time expires. If you're up against a tough opponent and you have a longer strength bar, go for the win by side-stepping your foe's attacks until time expires.



Unless Hayato is walloped by a combo in five seconds, this battle will time out. These guys are tougher than most fighters in other tournament-fighting games, so the clock plays a big role in determining the winner.

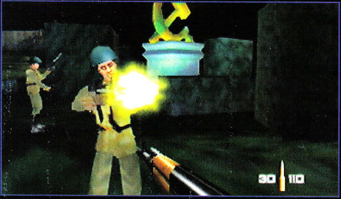
1997 NINTENDO POWER® AWARDS

AND THE WINNERS ARE...

We announced our nominees in Volume 106, and thousands upon thousands of snail mail and on-line votes later, we're drawing the curtains to honor the winners. The leader of the Paks in nominations was GoldenEye 007 and, not surprisingly, it practically swept our awards to become the gaming equivalent of Titanic the movie. What other games made a splash in '97? Dive in to find out what floats our readers' boats.

BEST GRAPHICS

GOLDENEYE 007



A game based on a movie should be visual enough to fill the silver screen, and GoldenEye paints a perfect picture, with detailed settings and characters who look like the actors. Even the animation was true to life, right down to listless soldiers who scratch and fly-swat their doldrums away.

Runners-up:
2. Diddy Kong Racing
3. Star Fox 64

BEST SOUND

GOLDENEYE 007

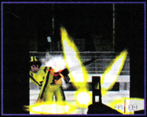
The spy game had Grammy-caliber tunes, but it's not just the music that makes it worthy of auditory honors. The searing realism of the explosions and bullet fire will blow your ears away, too.

Runners-up:
2. Star Fox 64
3. Diddy Kong Racing

Don't tell Diddy or Bumper, but had we put James Bond in a kart, he'd probably win the Best Racing Game Award, too.

BEST CHALLENGE

GOLDENEYE 007

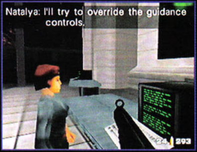


Aside from the usual (but nonetheless tricky) shoot-'em-up fare of bullet-dodging and sharpshooting, GoldenEye introduced the element of surprise. Stealth sets the game apart from others and challenges players to restrain their itchy trigger fingers…or else.

Runners-up:
2. Diddy Kong Racing
3. Turok: Dinosaur Hunter

BEST STORY

GOLDENEYE 007



Natalya: I'll try to override the guidance controls.

GoldenEye, the movie, already had a twisting and suspenseful plot, but Rare expanded it, filling in the flick's gaps to create an original story line worthy of Ian Fleming himself.

Runners-up:
2. Star Fox 64
3. Mischief Makers

BEST RACING GAME

DIDDY KONG RACING

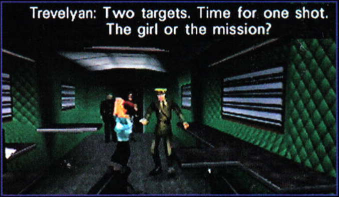
1ST
LAP 1/3
× 0
TIME 00:40:59
START

Finally, GoldenEye gets shut out! But then, it doesn't feature three racing vehicles, dozens of tracks, or even a high-speed, rip-roarin' adventure, either.

Runners-up:
2. Mario Kart 64
3. San Francisco Rush

MOST INNOVATIVE

GOLDENEYE 007



Trevelyan: Two targets. Time for one shot. The girl or the mission?

Readers recognized GoldenEye for setting a new standard in first-person shooters. Rare replaced the search-and-destroy mentality of the Doom genre with mission objectives, so that a bullet was no longer the quick fix to every problem.

Runners-up:
2. Diddy Kong Racing
3. Blast Corps

BEST PLAY CONTROL

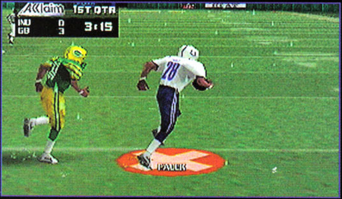
GOLDENEYE 007

GoldenEye's responsive play control belts us with hit detection so accurate that the slightest misfire could result in pelting an enemy's hat or gun. Moreover, 007 offers eight Controller configurations, including a few that allow one player to simultaneously use two Controllers so Bond can run and aim at the same time.

Runners-up:
2. Star Fox 64
3. Mario Kart 64

BEST SPORTS GAME

NFL QUARTERBACK CLUB '98



Even with two gridiron games splitting up the pigskin votes, both football titles managed to come out on top. And tackling all others was QBC. Regarded for its graphics, license and plays, QBC beat Madden 64 by more than twice as many votes.

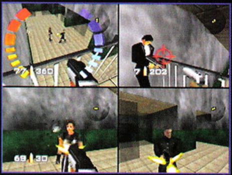
Runners-up:

2. Madden 64

3. The NHLPA & NHL Present Wayne Gretzky's 3-D Hockey '98

BEST PARTY GAME SINCE TWISTER

GOLDENEYE 007



It just seems like since GoldenEye came along, any game without a multiplayer mode is half-baked. Stockpiled with weapons, characters and scenarios, "Live and Let Die" mode quite literally is a blast at parties, and, unlike Twister, it won't make you dislocate your spine.

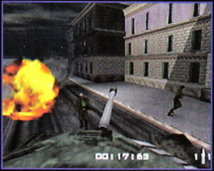
Runners-up:

2. WCW Vs. NWO: World Tour

3. Bomberman 64

COOLEST RIDE

RUSSIAN TANK (GOLDENEYE 007)



What makes the Russian tank so much cooler than the hovering, tumbling Landmaster tank? Aside from the automatic coolness it earns from being in GoldenEye, the tank is a rarity in first-person shooters, enabling easy mobility, destruction, and the power to pancake soldiers in no time flat.

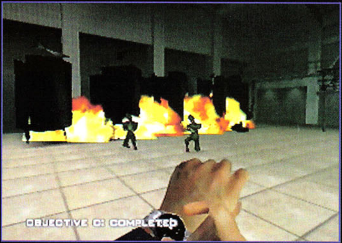
Runners-up:

2. Landmaster tank (Star Fox 64)

3. J-Bomb robot (Blast Corps)

THE CREATIVE CHAOS AWARD

BLOWING UP THE FACILITY (GOLDENEYE 007)



As countless soldiers close in, you detonate your mines. If the massive explosion doesn't get them, the poison from the blown-up chemical tanks will. All the while, you'll have to escape the swirl of fire, gas and bullets. "Chaos" is an understatement.

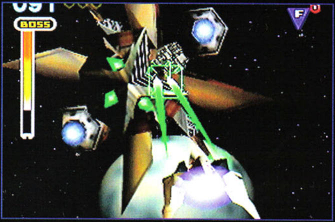
Runners up:

2. Saucerer destroying Katina base (Star Fox 64)

3. Using the Chronoscepter (Turok: Dinosaur Hunter)

THE GOLDEN RUMBLE PAK

STAR FOX 64

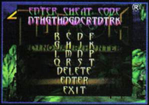


Almost one year after Star Fox 64 introduced gamers to the Rumble Pak, the majority of our readers hail the game as the definitive Rumble Pak title. Sharing every seismic blast of hyper lasers and smart bombs, Star Fox rocks our readers' worlds, Corneria, and beyond.

Runners-up:
2. GoldenEye 007
3. WCW Vs. NWO: World Tour

COOLEST CODE OR TRICK

THE BIG CHEAT (TUROK: DINOSAUR HUNTER)



Turok bested all others by featuring a kit and caboodle of extras in one handy code: NTHGTHDGDCRTDTRK. So it's not the easiest jumble of letters to remember, but once you've entered it into your Cheat Menu, you'll have invincibility, big heads and dino-loads of more tricks at your disposal.

Runners-up:
2. No Radar (GoldenEye 007)
3. Ned the janitor (Mace: The Dark Age)

BEST HERO OR HEROINE

JAMES BOND (GOLDENEYE 007)

He risks life and limb to save the world for what? For England. Not for a check or trophy, but out of loyalty to his country (plus, he gets the girl). Now that's heroism.

Runners-up:
2. Fox McCloud (Star Fox 64)
3. Mario (Mario Kart 64)

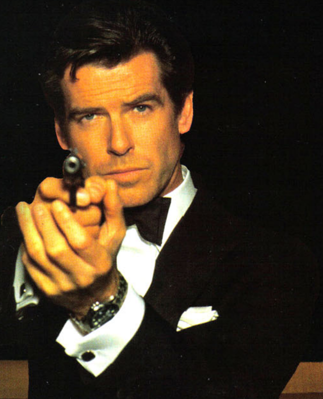
WORST VILLAIN

JANUS/006 (GOLDENEYE 007)

Trevelyan: Come on! Is that the best you can do?

Aside from being a ruthless, back-stabbing, power-hungry megalomaniac, what makes 006 such a formidable foe is that he is 007's equal. Trevelyan and Bond share the same training, so Alec is able to anticipate James's every move.

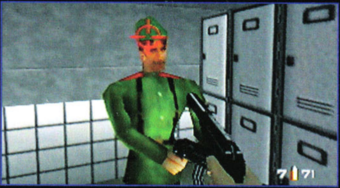
Runners-up:
2. Andross (Star Fox 64)
3. Wizpig (Diddy Kong Racing)



"You like me! You really like me!" exclaimed James Bond, 1997's Best Hero. Of course, we'd like him even more if he'd stop aiming that gun at us.

THE GOLDEN BANDAGE AWARD

HEAD SHOTS (GOLDENEYE 007)



GoldenEye makes pain the pleasure of sharpshooters everywhere by keeping tabs on where your bullets hit your victims, and the noggin is the most prized and painful target. This category's lesson: wear a bulletproof helmet (a cup and gas mask could help, too).

Runners-up:

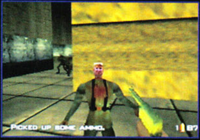
2. The "groin smash" attack (WCW Vs. NWO: World Tour)

3. Boogerman's Flaming Fart Claytality (Clay Fighter 63 ⅓)

If you thought Slippy's non-stop whining was annoying in Star Fox 64, you should've heard his acceptance speech!

COOLEST ITEM OR WEAPON

THE GOLDEN GUN (GOLDENEYE 007)



PICKED UP SOME AMMO.

Almost no reader could resist the Golden Gun. No matter how poor your aim, one hit from the gun will be as good as gold.

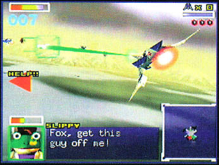
Runners-up:

2. Sniper Rifle (GoldenEye 007)

3. Quad rocket launcher (Turok: Dinosaur Hunter)

THE MORE-ANNOYING-THAN-THE-SPICE-GIRLS AWARD*

"FOX, GET THIS GUY OFF ME!" (SLIPPY, STAR FOX 64)



SLIPPY
Fox, get this guy off me!

Do you know what Slippy wants? What he really, really wants? He wants you to get that guy off him-that's what! When faced with saving the anointed annoying one from yet another bogey who's hot on his tail, most readers would let Slippy get shot down just to put an end to his incessant whining.

Runners-up:

2. "Oh-ow-ow-ow-ow!" (Toad, Mario Kart 64)

3. Most everything John Madden says (Madden 64)

* We've since learned from angry Spice Girls fans that the Spice Girls are, in fact, not annoying. But with all due respect to Girl Power, we're leaving the award's name as it is. As we've all come to find out, the Spice Girls (We love you, Emma!!!) have an annoyance factor of zero. The nominated game features, on the other hand, have an annoyance factor of at least one, making them, therefore, still more annoying than the Spice Girls (who aren't annoying at all). Glad we cleared that up.

BEST SUPER NES

HARVEST MOON

Readers dedicated hours upon hours cultivating farms and relationships in Natsume's gem of an RPG. The game garnered such favor from gamers that it reaped our Best Super NES Game Award and inspired upcoming Game Boy and N64 versions of Harvest Moon to crop up as well.

Runners-up:

2. Kirby's Dream Land III
3. The Lost Vikings 2

BEST GAME BOY

DONKEY KONG LAND 3

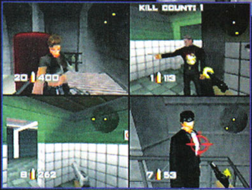
In a year marked by the introductions of colored Game Boy Pockets and the Tamagotchi craze, 1997 was also Game Boy's year for old standbys. Most notably: Dixie and Kiddie Kong, who spun and somersaulted through the third Game Boy Kong-against-Kremling adventure.

Runners-up:

2. Ken Griffey Jr. Presents: Major League Baseball
3. Tamagotchi

BEST N64

GOLDENEYE 007



Having the best graphics, sound, challenge, story, innovation, hero, villain, weapon, ride, play control, multiplayer mode and display of chaos should count for something. In the case of GoldenEye, they add up to a landslide. With more than five times as many votes as second place DKR, GoldenEye proved to be *the* Nintendo 64 game for 1997, and readers will likely be wrapped around 007's goldfinger for years to come.

Runners-up:

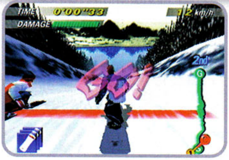
2. Diddy Kong Racing
3. Star Fox 64

COUNSELORS' corner

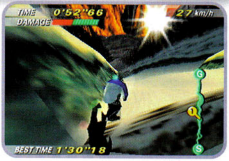
1080° SNOWBOARDING

IS THERE A TRICK TO GETTING A FAST START?

You betcha, heavy shred-head. You can shave at least a second and a half off your Time Attack and Match Race times by pressing Up twice on the Control Stick the moment you hear the announcer yell "Go!" You can play it safe and get the boost every time by tapping up repeatedly on the Control Stick until you're moving. Use this same technique when you're getting up from a fall or whenever you're stuck in deep powder.


TIME 0'00"33
12 km/h
DAMAGE
2nd
GO!
G
S

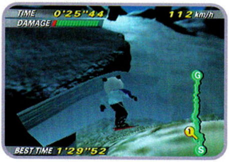
To get a quick jump off the starting line, press Up twice on the Control Stick when you hear the announcer yell "Go!"


TIME 0'52"66
27 km/h
DAMAGE
G
S
BEST TIME 1'30"18

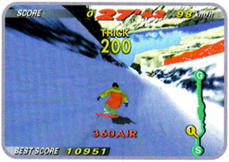
You can also use the fast-start technique to get your mired rider out of deep powder or over the uphill side of moguls or embankments.

? WHAT'S THE BEST WAY TO STOMP MY JUMP LANDINGS? ?

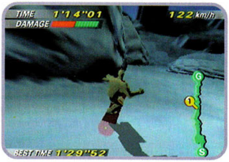
The mechanics for setting up for a smooth landing are the same whether you're racing or going for stunt points. First, make sure that your board is at the same angle as the hill you're about to land on. If you're landing on a steep hill, make sure your board is tilted down to match the same angle as the slope. The more spins and stunts you execute, the more time you'll need to adjust your balance before landing. Spins tend to tilt riders out of balance, so you'll spend more time recovering from maneuvers than plain old big-air jumps. If you get into trouble, try landing on the back of your board, but make sure you're holding down the Z Button as you touch down so you don't skid on impact.


TIME 0'25"44
112 km/h
DAMAGE
G
S
BEST TIME 1'29"52

If you're trying to land on a steep slope, tilt your board so it matches the angle of the hill.


SCORE 0 2743
98 km/h
TRICK
200
360 AIR
G
S
BEST SCORE 10951

The more spins you execute, the more you'll tilt. Take time to adjust your balance before landing.

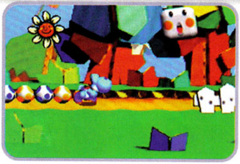

TIME 1'14"01
122 km/h
DAMAGE
G
S
BEST TIME 1'29"52

If you land on the back of your board, press the Z Button so you avoid skidding out of control.

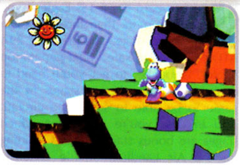
▶ YOSHI'S STORY

WHAT'S THE FASTEST WAY TO SNIFF OUT HIDDEN ITEMS?

Almost everyone thinks they have to stop and smell everything to sniff out hidden coins and melons. While we highly recommend stopping to smell the roses in life, save yourself some game time by adopting the highly-recommended and Yoshi endorsed run and sniff method. All you need to do is hold down the R Button to make your Yoshi sniff while you guide him through the storybook pages. Yoshi will pause and wave his hands to alert you if you pass over anything worth stopping and stomping out.



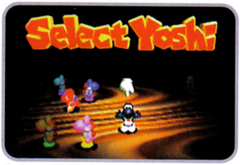
Hold down the R Button as you trot through the level to sniff out hidden goods while on the run.



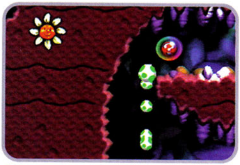
Yoshi will sound the alarm to alert you if he sniffs out anything worth stomping out.

? WHERE CAN I FIND THE BLACK YOSHI? ?

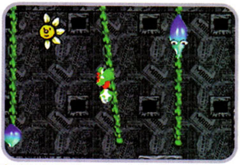
The Black Yoshi is one of the rarest Yoshis in the game, and you'll find him in one of two places: Bone Dragon Pit on Page 2-1 or the Torrential Maze on Page 2-4. In the Bone Dragon Pit, walk left from the fourth Miss Warp, lick the Tulip and blast up a high chamber holding a floating Mystery Ball. Pop the ball to get the Black Yoshi Egg. You'll have to swing across all of the vines on the right side of the third Miss Warp to find the Black Yoshi Egg in the Torrential Maze.



You'll earn the Black Yoshi if you find the Black Egg in the Bone Dragon Pit or the Torrential Maze.



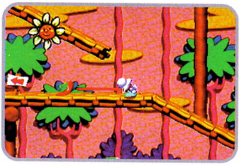
Blast up into this chamber in the Bone Dragon Pit to find the Mystery Bubble holding the egg.



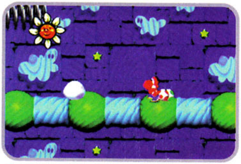
Swing across these vines in the Torrential Maze to find the egg in the far right corner.

? HOW ABOUT THE WHITE YOSHI? ?

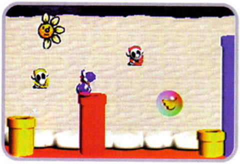
Like the Black Yoshi, the White Yoshi can be found in one of two stages in the game.You'll find the White Yoshi in The Tall Tower on Page 3-2 and Poochy & Nippy on Page 3-3. In The Tall Tower, hop left from the second Miss Warp until you see a Mystery Ball floating next to a spring. Pop the ball to collect the White Egg. Finding the egg in the Poochy & Nippy maze is a little confusing. The trick is to find the path where Poochy is barking next to a red pipe. Walk to the left and jump down the red pipe in the middle of the path. Pop the Mystery Ball at the bottom of the pipe to earn the White Yoshi Egg.



While different in color, the White Yoshi has the same food preferences as the Black Yoshi.



Trot left past the second Miss Warp to discover the White Egg atop The Tall Tower.

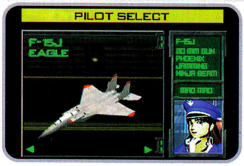


If you hop down this pipe in Poochy & Nippy you'll find a Mystery Ball and the White Egg.

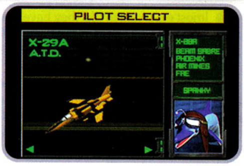
AEROFIGHTERS ASSAULT

WHAT DO I NEED TO DO TO GET THE HIDDEN AIRCRAFT?

You can earn the F-15J Eagle if you continue more than three times in the Tokyo stage. The prized X 29A ATD, a dolphin-safe, next-generation fighter, is tougher to get–you'll need to complete all four bonus stages in the game to be able to select the aircraft. And in case you're wondering which stages are bonus stages, take a heading for the Air Landing, Shuttle Defense, Goliath Defense and Space levels.



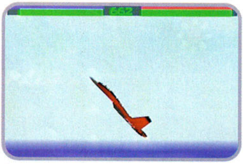
You'll get a frequent flyer upgrade to Mao Mao's F-15J if you continue four times in Tokyo.



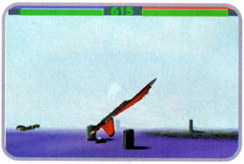
Spanky the dolphin will join the team after you complete the game's four bonus stages.

HOW DO I EXECUTE THE COBRA AND THE CULBIT MOVES?

The FS-X, SU-35 Super Flanker and X-29A ATD are the only aircraft that can execute the Cobra and the Culbit moves. The Cobra is a braking move that can force a tailing enemy to overshoot your plane, giving you the opportunity to return fire. The Culbit is a backflip you can use to quickly reverse directions. To perform either move, pull down on the Control Stick and hit the bottom C Button, then release and pull down on the Control Stick and press the upper C Button. To do the Cobra, simply release the Control Stick to finish the move. To do the Culbit, keep holding down on the Control stick after you release the upper C Button. No matter which move you execute, the most important rule is to maintain your altitude. If you're flying too close to the ground, your fighter's nose will tilt towards the ground, quickly beating your plane into a supersonic plowshare.



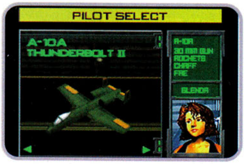
Remember Top Gun? The Cobra is a braking move that gives you the same tactical advantage.



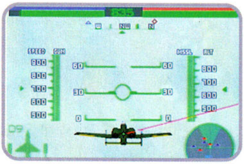
The Culbit is a backflip that can quickly deter any enemies trying to sneaking up from behind.

HOW DO I EXECUTE A RUDDER REVERSAL?

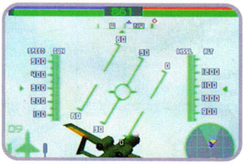
The rudder reversal move will work only with the F-14B Tomcat, F-15J Eagle and A-10A Thunderbolt II aircraft. A rudder reversal will turn your aircraft completely around in a small space, allowing you to turn the tables on any enemy following close behind you. To execute the move, raise the nose of your fighter at least 30 degrees, brake the plane and tap the left or right C Button depending on which direction you want to turn. It's important to remember that you'll probably be an easy target while braking, so check your radar and make sure that the enemy can't hit you before you make your move.



The rudder reversal is the tightest turn in the sky, but only the F-14, F-15J and A10-A can do it.



Raise your nose at least 30 degrees before you brake and tap the left or right C Button.

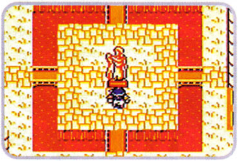


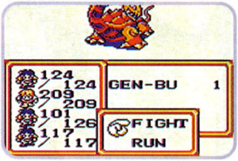
Check the enemy's range and angle of attack on radar before you make your move.

FINAL FANTASY LEGEND

WHAT DO I DO AT THE STATUE OF HERO?

If you have the King's Armor, Shield and Sword, un-equip them, face the Statue of Hero and use each item on it. You'll receive the Black Sphere after all the items are on the statue. While everything so far sounds fine and dandy, your party will be attacked by Gen-Bu the terrible turtle the moment you turn away from the statue. To survive the battle, make sure your hero has around 120 points and have your Mutant cast Fire or Ice. Elec spells also work great.

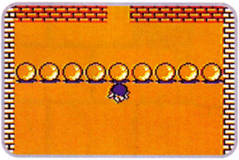

Remove the King's Armor, Shield and Sword and use them on the Statue of Hero.

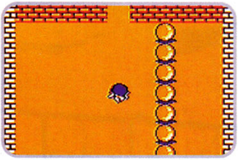


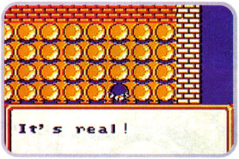
Keep your team at full strength, because you'll be attacked as you leave the statue.

WHERE IS THE REAL ORB IN THE ORB ROOM?

So many orbs and so little patience for searching, hmmm? Remember when you walked through the previous rooms and saw lines of orbs? In one room there was a vertical line of orbs and in the other room there was a horizontal line of the glass globes. Imagine if the two orb rows were put in the same room–the rows would overlap in one spot. If you moved your character to that spot, you would be standing on the real orb. If you still don't get it, or you have a wildly faulty imagination, count three orbs down and three orbs left from the upper right corner. Face that orb and press the A button to finally get it.


Two rooms before the Orb Room you'll see a row of horizontal orbs. Remember the location.


In the next room you'll see a row of vertical orbs. Visualize the horizontal orbs stacked on this row.


It's real!

In the Orb Room, imagine where the two rows intersect—that's where you'll find the orb.

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Q&A FAST FACTS

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

FIGHTER'S DESTINY

Q: Can I play as Robert?

A: Yes. The Master will randomly tell you how when you finish one-player mode.

Q: How do I play as the Master?

A: Defeat all eight Masters in Master Challenge mode.

Q: Why did a star appear next to a character picture on the Player Select Screen?

A: The character has finished one-player mode.

JEOPARDY! FOR N64

Q: Hey, how do I pause this game?

A: You don't! No commercial breaks for you—there's no way to pause the game.

Q: If I wait long enough after the game ends, the screen fades to black and a cow and a penguin show up. What's up with that?

A: It's Jeopardy! for Animals—but you can't play because you're a human, not a bovine or a flightless aquatic bird (it's just silly stuff left by those wacky programmers).

JAMES BOND 007

Q: How do I get the best ending?

A: Make sure you have the M.A.R.B.L.E.

Q: Okay, where do I find this M.A.R.B.L.E.?

A: Go back to London and talk to the man in the chair above Q twice.

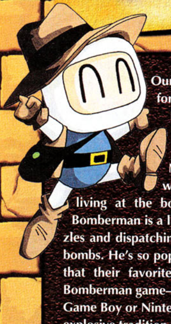
Q: What's up with the guy in Marrakech talking about a "small red fish"?

A: That's a red herring. You know, a false clue.

BOMBERMAN GB™

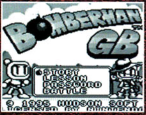
© 1998 Nintendo.

Bomberman is back to whip up some fun in a password-backed, Indiana Jones-style adventure!



Our bomb-tossing, helmeted hero is back for another wild adventure on Game Boy! Bomberman GB is the seventh Nintendo title this explosive character has appeared in since his debut on the Nintendo Entertainment System all the way back in 1989. In case you've been living at the bottom of an abandoned mine shaft, Bomberman is a little guy who runs around solving puzzles and dispatching bad guys with an endless supply of bombs. He's so popular that legions of gamers will admit that their favorite multiplayer game of all time is a Bomberman game–whether it was on the NES, Super NES, Game Boy or Nintendo 64. Bomberman GB continues the explosive tradition, offering a multiplayer match mode for one to four gamers using a Super Game Boy and a four-player adapter. If your tastes run toward one-player, puzzle action, Bomberman GB features two huge puzzle modes with almost 50 levels each! Both puzzle games are based on an Indiana Jones-style movie, with plenty of dangerous jungles and treacherous ruins for our fedora-clad adventurer to blast and explore. This month's review covers Bomberman GB's items and features, but the game's puzzle modes were so large that we had only enough space to cover the challenging levels and bosses in Mode A. Luckily for you, most of the puzzle maps and all of the tips for defeating the bosses are the same for Mode B.

IN SEARCH OF THE LEGENDARY TREASURE

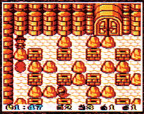


STORY MODE

TWO WAYS TO PLAY

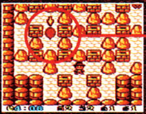
There are a couple ways to play Bomberman GB's one-player game. The object in Mode A is to destroy all the enemies in the stage and reach the exit door before time expires. You do the same thing in Mode B, except that in it you must destroy the enemies in a certain order.

MODE A: Time Trial



Destroy all the enemies in any order to open the exit door in Mode A.

MODE B: Monster Count



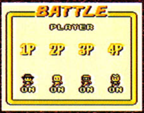
In Mode B, you'll have to destroy the enemies in a specific order to open the exit door.

The clock is running down but the exit won't open until all the monsters are gone.

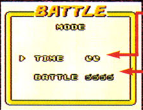
BATTLE MODE

MULTIPLAYER ACTION ON SUPER GAME BOY

Up to four players can hook up and play a Bomberman GB multi-player match using the Super Game Boy and a four-player adapter on their Super NES. If you don't have four players, select the options menu and let the CPU control as many as three bomber-rivals.

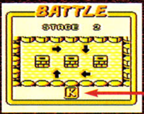


Using a Super Game Boy and a Super NES four-player adapter, you can battle it out with four other gamers.



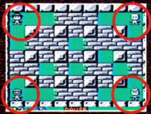
Set the duration of your match anywhere from two minutes to infinity.

To win this Battle Mode contest, one player must win four matches.



Choose from one of six different arenas found in the one-player game.

Depending on which arena you select, you'll find special power-ups.



Your Bomberman will start in a corner of the Battle Mode arena. Where you go depends on your game strategy.

POWER-UPS

BOMB COUNT Finding this power-up will raise the number of bombs you can drop at once by one. You can drop a maximum of four bombs at once.

BOMB POWER Picking up this power-up extends the radius of your bomb explosion by one square. The maximum is four squares.

EXTRA LIFE Of all the power-ups, the Extra Life is the rarest in the one-player game. Luckily, Bomberman GB has unlimited continues.

AREA POWER-UPS

WHIP Use Area 2's Whip power-up to push your bombs across the screen and into your enemies. This power-up is identical to the Hammer power-up used in other Bomberman games.

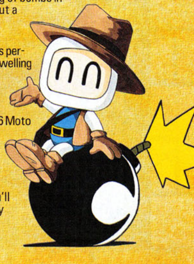
DASH Area 3's Dash power-up lets you run with a burst of speed whenever you hold down the B Button. This item is essential for eluding the fast monsters in the game's advanced levels.

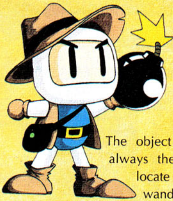
LINE BOMB Use the Line Bomb power-up from Area 4 to lay down a string of bombs in front of your foes. This item can clear out a room in seconds.

TACKLE Area 5's Tackle power-up is perfect for stunning desert-dwelling monsters. Just remember that it won't work on all of the monsters in the game.

MOTO BOMBER The Area 6 Moto Bomber power-up jumps rocks and blocks and protects Bomberman from one hit.

The final power-up in the game is a secret, but it's worth the trouble. You'll earn it if you complete Area 7 in Story Mode A or Story Mode B.





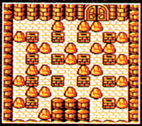
STORY MODE A

The object of Story Mode A is always the same: You need to locate and destroy all of the wandering monsters to open the exit door. After all the monsters are eliminated, it's a race against time to get through the exit door before time expires. You'll quickly find that your time limit isn't the same for every level.

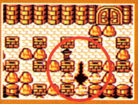
AREA 1 MONSTER TRIAL

Monster Trial is a rocky and foreboding castle inhabited by ghouls and ghosts. You won't find any area power-ups here, but you will be able to load up on bombs and bomb power, especially in places where you have lots of time to search, like Levels 1-2 and 1-3.

1-1 Time - 1:50

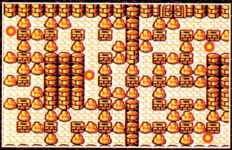


Level 1-1 is so small that it can support only three monsters, but you have less than two minutes to blow this scene.



Increase your chances of uncovering more bombs by blasting three rocks at once.

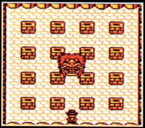
1-4 Time - 3:00



Spacious Level 1-4 is a good example of a tough area where a few monsters are spread out in a large room. The trick to quickly clearing out levels like this is to arrive equipped to drop four bombs at once. Did you uncover four between Levels 1-2 and 1-3?

BOSS 1 Time - 5:00

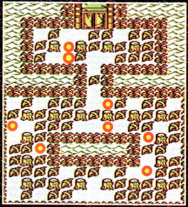
It takes six hits to defeat this ugly beast. You'll have a better chance of hitting him if you place your bombs at the center of an intersection, not between two blocks. Just make sure you don't accidentally blow yourself up.



AREA 2 HIDEOUT SWAMP

What the heck is a hideout? In Bomberman GB it's not a den of thieves–it's another term for quicksand. You won't see this sticky stuff unless you're standing next to it. The key to surviving this muddy area is to take your time and watch your step.

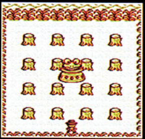
2-3 Time - 5:00

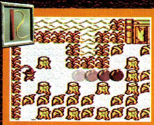


Hideouts don't count as monsters, but you'll still have to locate and destroy them before the exit door will open. Level 2-3 is huge, so we've marked the locations of the monsters and hideouts so you'll find all of them.

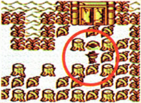
BOSS 2 Time - 5:00

And all those UFO experts thought the marsh sightings were just swamp gas! The trick to winning this battle is to dodge the small aliens and hit the UFO whenever the alien leader has his head sticking out of the top of the flying saucer.



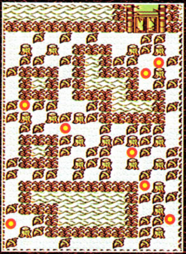


If you use your whip to push the bombs out in front of you, you'll avoid the quicksand dangers and the clutches of the swamp-dwelling beasts.



You won't spot those sneaky hideouts until you're standing right next to one. Move slowly whenever you wander off into unexplored regions.

2-5 Time - 4:40

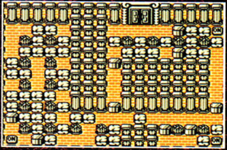


If you're stuck here, you have a right to be crabby. The tough hermit crabs in Level 2-5 take two bombs to defeat. Place the bombs at the intersections to increase your chances of hitting them as they skitter around.

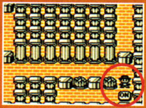
AREA 3 SWITCH RUINS

Bomberman GB's puzzles start to get more complicated once you wander inside the Switch Ruins. Besides defeating all the monsters in the rooms, you'll now need to locate and blast the switches that control the pillars blocking the path to the exit doors.

3-3 Time - 4:30

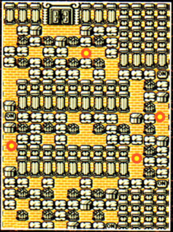


Even with the Dash power-up, Level 3-3's hard-charging monsters are difficult to elude. Clear out an escape route before you go hunting.

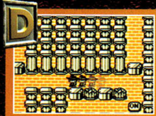


Many times you'll have to search an entire room to find the last switch. The final switch for Level 3-3 is in the lower right-hand corner.

3-4 Time - 4:40



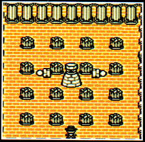
You'll start releasing monsters as you hit the switches in Level 3-4. Don't be surprised if a menacing mouse tries to trap you in a blind alley and bite you from behind.



The Dash power-up is one of the most useful items in Bomberman GB. To run fast, hold the B Button as you move through the maze. The Dash won't work if you're using a Turbo Button.

BOSS 3 Time - 5:00

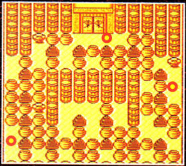
The only time you can hurt this pinwheeling pest is when his base is on the ground. Stay beyond the range of his spinning arms and dodge his toadies until he stops spinning. Your Dash power-up will keep you one step ahead of this whirling dervish.



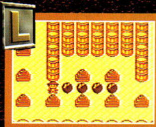
AREA 4 MIGHTY MONSTERS

Area 4 has some of the best puzzle rooms in the entire game. Your bombs are useless against the monsters here. The only way to destroy the beasts is to crush the magical gems that make the monsters invincible—before the fiends manage to get to you.

4-2 Time - 4:10

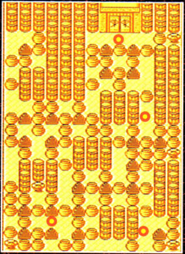


Reaching the gem in the upper left corner of the room is the toughest part of this puzzle. If you have to free a monster to reach it, remember that the shambling mummy is the easiest to dodge during a chase.

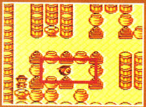


Using the Line Bomb power-up will quickly clear out an area, but it won't destroy the invincible monsters wandering around in Area 4.

4-4 Time - 5:00



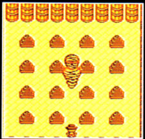
You'll need to destroy five gems before you can open the exit door in Level 4-4. Clear out as much of the room as possible before releasing the monsters and using your Dash power-up to race to the remaining gems.



If you place the bombs between the blocks, you can keep some monsters trapped. This flying beast won't be giving you trouble until you grab the top gem.

BOSS 4 Time - 5:00

This mummy isn't tough once you learn to anticipate and dodge his projectile pattern. Watch carefully and you'll notice that the mummy always shoots three wraps at you. One piece of cloth flies vertically and the other two fly diagonally.

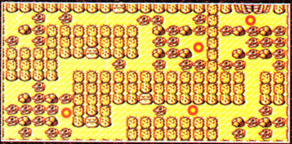


AREA 5

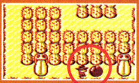
MONSTER'S TONGUE

Monster's Tongue sounds kind of sloppy, but this puzzle area is in the middle of an arid desert. Magical stone monster statues block the roads through the wastelands with their heavy tongues. Dropping a bomb by each tongue will temporarily clear the trail.

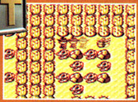
5-2 Time - 4:30



Level 5-2 is a breeze. Just remember not to step past a Monster Tongue before blasting clear the road ahead. Wandering monsters will try to trap you if you hurry along.

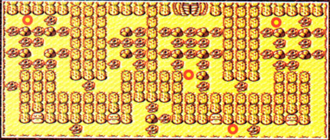


Trapped!
Calculate the length of your bomb blast before you try to step between two Monster Tongues.



The Tackle power-up temporarily stuns monsters so you can run past them or stop them from charging. Use your bombs to finish the beasts.

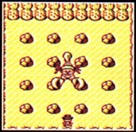
5-5 Time - 5:00



Navigating between the pairs of Monster Tongues is the key to surviving Level 5-5. Use your Whip power-up to slide the bombs ahead and between the two statues to keep the path open.

BOSS 5 Time - 5:00

Like the Mummy back in Area 4, this scurrying Scorpion has a predictable pattern. Dodge the vertical and diagonal sweeps of his claws, then run up and place a bomb in front of him as he backs into the wall at the top of the chamber.

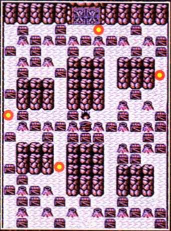


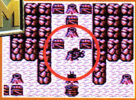
AREA 6

CAVE TRIAL

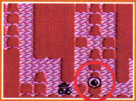
The Cave Trial is a test of how well you can play in the dark. Inside each level is a burning barrel that will eventually go out, making it very difficult to see anything except the shadows of monsters. You'll need to keep lighting the barrel to find all the power-ups.

6-3 Time - 5:30





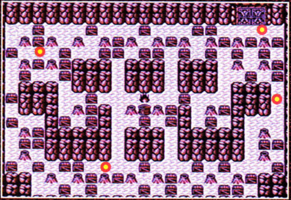
Use the Moto Bomber to jump between crates without using your bombs. You can keep the monsters trapped until you blast them.



It's impossible to distinguish a crate from a power-up in the dark. Find and bomb the burning barrel to avoid blowing up the wrong item.

The burning barrel is at the center of the room in Level 6-3. Divide the room into quarters and return to light the barrel after you finish searching a segment.

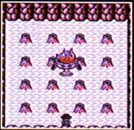
6-5 Time - 5:30



Like Level 6-3, the burning barrel is at the center of the room in Level 6-5. Searching the rooms in segments will ensure that you find all the power-ups, especially 1-ups, and destroy every monster.

BOSS 6 Time - 5:00

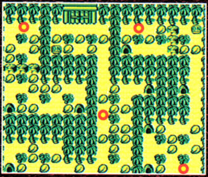
The Flaming Chalice is the toughest enemy you'll meet before the final battle. The only time you can damage the Chalice is when it is touching the floor. Watch its deadly dance and you'll see a pattern.



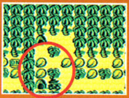
AREA 7 JUNGLE WARP

Timing is a big factor in completing Jungle Warp, the final puzzle area in the game. Every level is a mixture of switches, pillars and warp points. Use the warp points to locate and blast all the switches, then try to find your way to the exit door before time runs out.

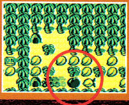
7-2 Time - 5:00



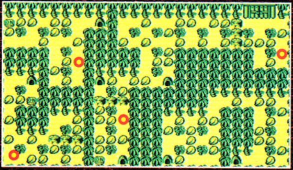
Keeping your bearings is the toughest part of solving Level 7-2. You can hit the switches without disturbing the monsters, but you'll have to track them down after you knock down the pillars. The bird in the upper left corner is the hardest beast to find.



Monsters can't chase you through a warp point. Hop into a warp, drop a bomb and warp back to safety before the beasts can get away.



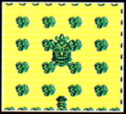
7-4 Time - 6:20



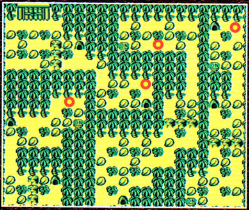
Bomb and take out every monster you see as you search for switches. That way the only beast you'll have left is the Kiwi Bird in the upper right corner next to the exit door.

BOSS 7 Time - 5:00

The only way to damage this fire-breathing mask is to time your bombs to explode when it stops moving. Stay near the edges of the room to avoid being trapped and incinerated.



7-5 Time - 6:20

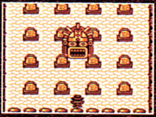


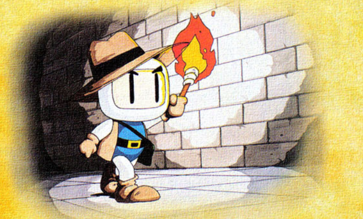
Thoroughness is the key to finishing Level 7-5. Completely search each section of jungle before you warp to the next section. Wipe out all the monsters and hit the switches so you never have to backtrack or look for things you missed the first time.

FINAL BATTLE

After you defeat all the big baddies again, you'll have to take on the final foe in three forms. To win, you'll have to blast him 28 times without getting hit more than once.

The last battle is tougher than anything else in the game. You'll win if you keep circling and stay away from the center of the room.





MODE B AWAITS YOU...

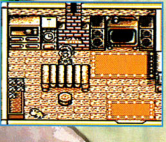
You don't have to defeat the final monster in Area 8 to go back to the beginning of the game and play Mode B. Mode B's mazes look the same, but you have to defeat the numbered monsters in an exact order, and the game clock quickly ticks away valuable seconds.

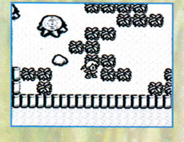
HARVEST MOON GB

THE SUPER NES HIT IS NOW ON GAME BOY! NATSUME'S HARVEST MOON IS A FARM-FRESH HYBRID OF SIMULATION AND ROLE-PLAYING GAME. EXPERIENCED HARVESTERS WILL FIND A BUSHEL OF NEW ITEMS AND FEATURES SPROUTING UP FROM THIS PAK!

COUNTRY LIFE

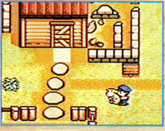
Your ancestors bought the farm, and now it's up to you to turn it around. At least that's what the ghost of your grandfather tells you late one night. You'll have a year to make the place productive. Planned for release this spring (we have pictures from the Japanese version right now), Natsume's Harvest Moon is about managing a farm and finding happiness. The game's clock automatically ticks off time, so you have to plan your day carefully so you don't neglect your crops in the field or let your animals get hungry. Nobody knew hard work could be this much fun!

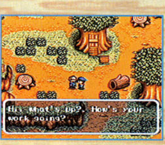




TIMES ARE A-CHANGIN'

While Harvest Moon for Game Boy looks much like the popular Super NES Harvest Moon, there are a few changes. Now you can play as a boy or a girl. You won't find a forest or be able to wander around the town, but you can plant different crops and mess around with new items, like a pick, a first-aid kit, a fishing rod, and a magical, rain-making umbrella. There's even an underground lake beneath the tool shed!



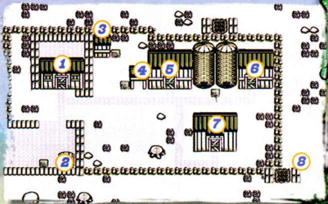


Hi! What's Up?. How's your work going?

This Harvest Moon doesn't have a big spread or a shady forest, but it does have more tools and crops than the Super NES version.

MEANWHILE, BACK AT THE RANCH

Even though your Game Boy acreage is smaller than the Super NES Harvest Moon farm, it has all the same buildings and a few extra features hidden beneath the surface. Your barn has space for four milking cows, and the chicken coop has room for four clucking hens. You can pick mushrooms growing in the root cellar beneath the tool shed, fish in the underground lake, or relax and revive your stamina by soaking in the steaming waters of the subterranean spa.

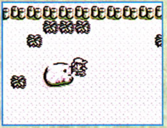


WHERE IT'S AT

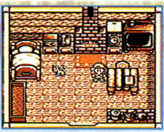
1. Farmhouse
2. Shipping Crate
3. Wood Shed
4. Stable
5. Barn
6. Chicken Coop
7. Tool Shed
8. Well

EAT YOUR BROCCOLI

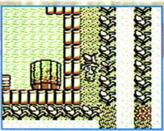
Harvest Moon for Game Boy offers your standard crop fare–turnips, potatoes, tomatoes and corn–but now you can also grow eggplants, peanuts, carrots and broccoli. You'll have to carefully plan your money-making schemes. For example, the shipper won't pay much for turnips, but they grow faster than potatoes. Do you go for making a fast buck or hold out for a bigger cash crop? You'll also have to consider the location of your shipping crate and water supply before you design your fields.



Use your heavy hammer and sharp axe to break up rocks and stumps, clearing your property for additional fields and pastures.

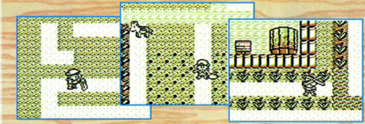


Every new day starts out inside your humble abode. Check tomorrow's weather forecast on the television before you make plans.



Plan and design your fields around the shipping crate so you spend more time picking and less time hauling your crops around.

HOW DOES YOUR GARDEN GROW?



Practical field design is the key to getting the most money out of your crops. Each sack of seeds covers a 3x3 area. If you set your plants up in rows, you'll find it's easy to water the crops and harvest them before the shipper picks up your produce.

PLUMB TUCKERED OUT

You have only so much energy to do a day's worth of chores, then you'll collapse in the field and have to hit the hay.

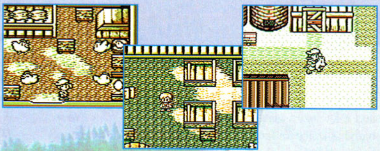
LOVE IS IN THE AIR

In Super NES Harvest Moon, you had to balance your time between dating women in town and getting your work done in the fields. Things are a little easier in the Game Boy version. Now the dating prospects walk all the way from town to come out to see you or remind you about upcoming festivals and social events. You don't even have to snoop in anyone's diary to find out how much people like you. In Harvest Moon GB you need to concentrate on managing the farm, not worrying about the dating scene.

The lonely folk in these parts are so desperate for company that they'll walk all the way out to your place to visit for a spell.

CARE AND FEEDING

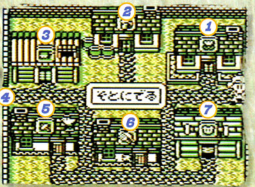
Your crops will make money in the spring and summer, but how do you get by during the cold months? Cows and chickens are best bets for year-round cash, but you'll have to spend extra time feeding and caring for your animals. Contented cows will earn loads of money if they can fill huge milk jugs. Brush and talk to your cows to keep them content.



The maximum animal capacity at your farm is four chickens, four cows, a horse and a dog or a cat. You'll need to feed and care for the chickens and cows every day to keep them happy, healthy and producing food throughout the year.

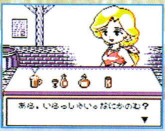
CITY SLICKERS

The town near your farm has everything you'll need to get started, but all of it comes with a price tag. The flower shop sells seasonal crop seeds. The inn carries beverages you won't find anywhere else for miles. The carpenter will sell you wood or offer to remodel your house. The church dispenses advice and information, while the tool shop has a sprinkler for your fields or saddlebags for your horse. The restaurant has food to fill your pantry, and the feed store is where you'll go to buy cows and chickens and anything you'll need to keep your animals healthy.



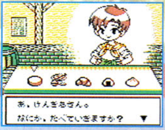
VISITING TOWN

1. **Flower Shop**
2. **Inn**
3. **Carpenter**
4. **Temple**
5. **Tool Shop**
6. **Restaurant**
7. **Feed Store**



あら、いらっしゃい。なにかのむ？

The Inn is the only place in town that stays open after the sun sets. The inn keeper's inventory will change every season.

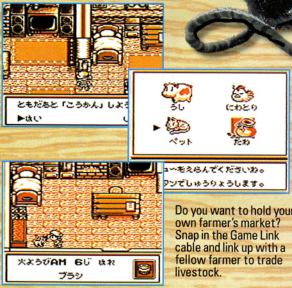


あ、けんぎるさん。
なにか、たべていきますか？

You'll wear out quickly if you don't stock your pantry. Slip down to the bakery once or twice a week to replenish your supply.

LINK UP

Any Harvest Moon farmer can tell you that raising a blue-ribbon-winning cow takes days of feeding, brushing and talking. It's like building up your character fifty levels in other RPG games. Luckily for you, Natsume has added a Game Link option so you can trade livestock by hooking up with another Harvest Mooner. Now you can count your chickens without waiting for them to hatch. Can you imagine how much money you could make if you owned a barn full of prized heifers at the start of your first year?



ともだちと「こうかん」しよう

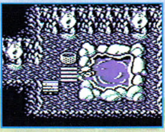
ュ～をえらんでくださいね。
ンでしゅうりょうします。

火ようびAM 6じ はれ

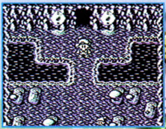
Do you want to hold your own farmer's market? Snap in the Game Link cable and link up with a fellow farmer to trade livestock.

GO UNDERGROUND

The underground caverns beneath your farm have the resources you'll need to get through the harsh winter. Mushrooms grow down there throughout the year, so you can sell them for extra money or buy a fishing pole and fish in the underground lake. If you get too tired, take a soak in the steaming hot springs. The warm, bubbling waters have a soothing effect on muscles, so you'll be ready for more work when you dry off. There are other places to explore down there, but you'll have to find a way around the fallen boulders.



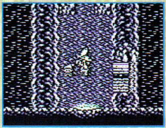
If all the hard farm work has you tuckered out, replenish your energy by taking a soak or two in the underground hot springs.



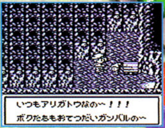
Do you want to go fishing or pick mushrooms? You can do both in the underground caverns beneath the farm at any time of the year.

LIVING WITH THE LITTLE PEOPLE

It's no twist of fate that you live above a hot springs, an underground lake, and other mysterious and magical places. You're sharing your space with a family of dwarves that lives beneath the tool shed. These dwarves have magical powers, so it's a good idea to be nice to them and help them whenever you can. Try sharing your mushrooms and fish with them. Any Harvest Moon farmer will tell you that those who help a dwarf in need will be grandly compensated for their generosity.



Dwarves have plenty of helpful hints for uncovering hidden surprises. Talk to them and try to help them in any way you can.

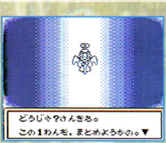


いつもアリガトウなの〜！！！
ボクたちもおてつだいガンバルの〜

This room is totally buried in rock. If you help the dwarves clear it out, they might share their treasure with you.

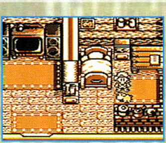
MOVING ON UP

You've raised your livestock and have a barn full of mooing cows and a coop stuffed with clucking chickens. The crops are so plentiful and thick that you spend all day picking and all night watering. You're earning almost 10,000 gold each day. But if you're going to live the good life, you should look the part. Go see the carpenter in town and get your house remodeled. You don't want to disappoint the ghost of your grandfather when he floats down to see the place.



どうじゃ？けんきち。
この１ねんを、まとめようかの。▼

It was your destiny to turn this farm around. After you toil for a year, your ancestors will return to tell you how well you've done.



Nothing beats living on the farm when you're the proud owner of a Super Deluxe Log House complete with surround-sound stereo.

DO IT AGAIN

If anyone ever complained about anything in the Super NES version of Harvest Moon, it was that the game ended after two and a half years. You don't have to worry about this in the Game Boy version. You can keep playing long after your ghostly ancestors have come back to see how well you've done on the farm. Now you can keep your prize cows or trade them for other goods with farmers on the Game Link cable. Seek out the happy ending you've always wanted.

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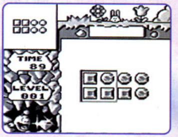
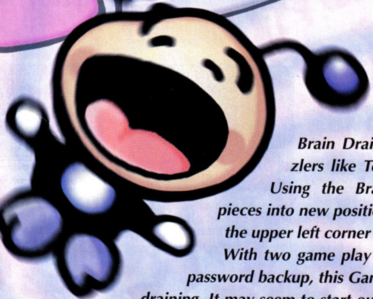
BRAIN DRAIN™

BRAIN DRAIN

HI ! IT IS BRAIN DRAIN TIME !



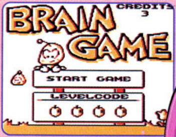


NO BRAIN, NO GAIN, THANKS TO ACCLAIM

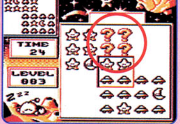
Brain Drain follows in the footsteps of puzzlers like Tetris, Dr. Mario and Tetris Attack. Using the Brain Drain cursor, players rotate pieces into new positions and try to match the pattern in the upper left corner of the screen within a limited time. With two game play modes, 241 puzzles to solve, and password backup, this Game Boy puzzler offers a lot of brain draining. It may seem to start out easy, but soon you'll hear a giant sucking sound as your brain goes dry.

MAIN BRAIN

The main game begins with a pattern made with two pairs of pieces. That pattern is scrambled into a jumble, and you'll have a limited time to return the pattern to its original form. After every five levels, a bonus area pops up. Every so often, a Level Code appears, which is a password that will return you to that level should you quit or run out of credits.

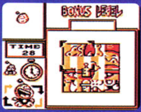


CLOGGED DRAIN



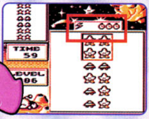
Special effects known as teasers, blocks, slow motion and blackouts occur on some levels at the Student and Genius difficulty levels. The regular blackout shown on the left is a block of four question marks that hides the real objects.

BONUS BRAINERS



Straighten out the picture puzzle to win a power-up item—either a 1-Up or a level skip.

POWER UPS



Earn power-ups like the Clock and Flash at the lower levels and use them on the upper levels where things get tough.

Earn the Clock by finishing a puzzle within ten seconds. Activate it when the timer is at one second.

The Flash allows you to skip over a level to the next higher level.

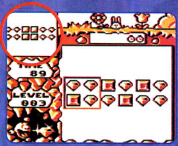
The extra life, or 1-up, can be earned in the Bonus Game.

BRAIN GAIN

The most important thing to do in Brain Drain is to concentrate on the pieces in the pattern and to group similar pieces together, but there are some other basic strategies that will help you get started, and we've listed them below.

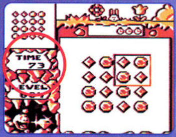
REVERSE THE MESS

Don't even try to figure out the reverse order of the scrambling process. Even if you could do it, it wouldn't result in the fastest solution to the puzzle.

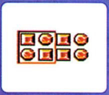


LISTEN FOR THE CLOCK

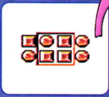
Ignore the timer and concentrate on the puzzle and the positions of pieces. When ten seconds remain, the music changes, warning you to hurry.



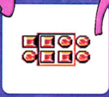
ALIGN THE STAGGERED PIECES



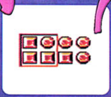
Given the starting position that you see here, your goal is to turn staggered columns consisting of unmatched pairs of squares and circles into columns of all squares or all circles. Once you do that, you can easily move them into the final position.



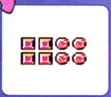
This is your starting position. In this case, you want the cursor in the middle of the row.



By rotating the cursor once clockwise, you'll move a column of squares closer to the left edge.



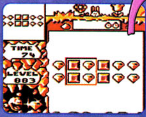
Move the cursor left and rotate clockwise twice to position the two end pieces and bring the other two squares together.



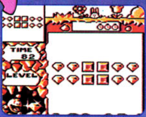
To finish things up, rotate the cursor once clockwise. The puzzle is solved.

TURN ENTIRE STACKS

Once you align columns or rows into matched pairs, your job is much easier because you can move the pair as a finished unit. This example shows the benefit of matching pairs.



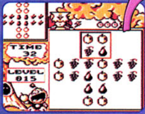
With the cursor over the second and third columns from the left, you'll be set to make your move.



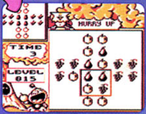
The solution is achieved by rotating the cursor twice to reverse the positions of the square and gem columns.

BIG STEPS AND FINE TUNING

It's best to solve puzzles in pieces. First, move pieces toward the general area where they need to end up. After organizing things into approximate locations, you can see relationships more clearly, which helps in making the final moves.



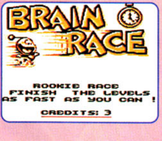
One major organizing goal in this puzzle will be to move the pear pieces into the middle.



Positioning the cursor on these lower rows allows you to rotate two pears into the correct positions.

BRAIN RACE

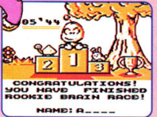
This mode is all about speed and your cumulative time. At Rookie level, the race is ten puzzles. At Student level, you'll race for 25 puzzles and at Genius level, 50.



ROOKIE RACE
FINISH THE LEVELS
AS FAST AS YOU CAN !
CREDITS: 3

HALL OF FAME

If you beat the high score, you can enter your name in the Hall of Fame.



CONGRATULATIONS!
YOU HAVE FINISHED
ROOKIE BRAIN RACE!
NAME: A____

DEEP THOUGHTS

Brain Drain misses out on two-player action, but for a single-player puzzle, it should keep you busy for quite a while. The puzzles quickly become very complex, and with more than 200 of them, your brain will be strained to solve them all.

PLAYER'S POLL CONTEST

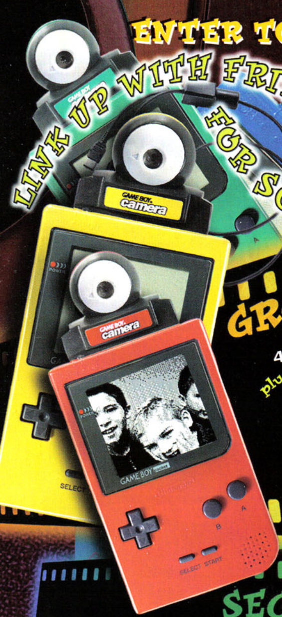
PICTURE THIS!

4 Game Boy Cameras + 4 Game Boy Printers + 4 Game Boy Pockets

GAME BOY
FEED
POWER
ON
OFF
Nintendo
GAME BOY pocket
SELECT START
A
B

ENTER TO WIN

LINK UP WITH FRIENDS FOR SOME FUNTOGRAPHY



GRAND PRIZE

4 GAME BOY CAMERAS

plus 4 GAME BOY PRINTERS

plus 4 GAME BOY POCKETS

plus 4 GAME LINK CABLES

plus

YOU PICK THE COLORS!

SECOND PRIZE

25 WINNERS!

1 GAME BOY CAMERA

plus 1 GAME BOY PRINTER

plus

YOU PICK THE COLOR!

THIRD PRIZE

1 NINTENDO POWER T-SHIRT

50 WINNERS!

PICTURE YOURSELF IN A POWER T!

NP PLAYER'S POLL

your vote counts!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Fill out the card and send it in! We'll tally your vote for the Power Charts and enter you in the contest!

Official Contest Rules

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 108, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 108
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than June 1, 1998. We are not responsible for lost or misdirected mail. On or about June 15, 1998, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 76:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after June 30, 1998.

Grand Prize: Grand Prize winner will win four Game Boy Pockets, four Game Boy Cameras, four Game Boy Printers and four Game Link Cables. Some restrictions apply. Valid only in the U.S. and Canada. Not valid in Quebec. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

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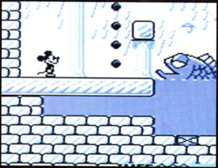
MICKEY MOUSE™

Magic Wands!

SCURRYING FROM DISNEYLAND BACK INTO GAME BOY LAND, MICKEY MOUNTS A MOUSE HUNT TO FIND THE WIZARD WHO HAS IMPRISONED HIS PALS. WITH 40 LEVELS OF SEARCHING AHEAD OF HIM, HE'S GOING TO FIND THAT IT'S NOT SUCH A SMALL WORLD AFTER ALL.

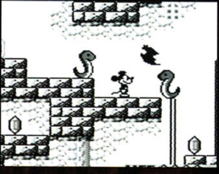
OF MICE AND GAME BOYS



M-I-C. . . .See, Mickey and his pals were taking a leisurely stroll through the forest when they stumbled upon an evil wizard who fiendishly craved to capture them. K-E-Y. . . .Why? Because she hates them!

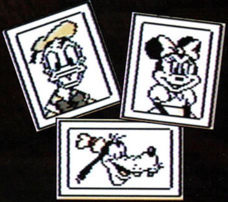
But at least one good thing comes out of the whole predicament: a new Mickey Mouse adventure for Game Boy. Mickey Mouse: Magic Wands! takes many of Disney's classic characters and puts them in a 40-level side-scroller that teems with enemies as magical as Fantasia. However, almost all of the those Disney friends have been imprisoned by the wizard, so it's up to Mickey to journey through her castle, unlocking doors, finding magical warps, and leaping flooded dungeons to find the puzzle pieces that will free his friends.

Along the way, Mickey will find magic wands that will give him special powers. These powers, such as freezing abilities, will not only help Mickey fight, but they'll help him solve puzzles, too. While the puzzles, fights and general game play are more suited for beginning gamers, the brain-teasing challenges and enemies' intelligence are clever enough to be fun, but never insulting, to veteran gamers. Plus, with a lovable stable of characters and more levels than you can shake a wand at, Mickey Mouse: Magic Wands! will be an E ticket ride for any Disney fanatic.



PUZZLE PIECES

To free his pals from the wizard's spell, Mickey must find the puzzle pieces that complete the portraits of his friends. Mickey will end up assembling over 40 puzzles before meeting up with the evil spellbinder.



Each of the 40 levels contains at least one puzzle portrait that Mickey must complete. The puzzles will reveal such Disney favorites as Donald, Minnie, Goofy, Pluto, Daisy and even lesser known characters like Figaro, the cat from Pinocchio.

ENEMIES

To put a stop to Mickey's rescue mission, the wizard has filled her castle with a Magic Mountain's worth of magical animals and monsters.

BAT: Unlike Mickey, a bat can attack from above, so lure it down to your level, then throw an apple at it.

FIREBALL: Wave the wand to temporarily freeze a fireball, or throw an apple or ice cube to permanently smother it.

FROG: A frog, like all of these foes, can't jump over gaps, so Mickey can escape the toady by leaping to other levels.

SKELETON: Mickey can't defeat the skeleton, but he can stop it momentarily by using his wand or apples.

SNAKE: Destroy any eggs you see in the third world, because every one will hatch into a slithering snake.

WITCH: Apples will defeat a witch, but nothing will stop the fireballs she throws, so steer clear of her missiles.

SNOWMAN: A snowman can quickly close in by balling himself up and then steamrolling your way.

STATUE: A statue will come to life when Mickey walks by, and it'll head one way until it reaches a wall or end of a ladder.

ITEMS

Inside the castle, Mickey will find many crystals. By waving his wand at one, it will change into an item or enemy.

APPLE: Defeat an enemy by tossing an apple at it. Mickey can throw sideways, but not up or down.

CANDY: Whenever Mickey's health is low, eat a piece of candy. The lollipop will completely fill his health meter.

MUSIC BOX: The music box's tune will stop enemies in their tracks. Play it when more than one enemy is in Mickey's way.

KEY: Stand by a keyhole, then select the key to unlock a door or raise a bridge so Mickey can reach a new area.

CUPCAKE: As far as items go, this is the frosting on the cake. Each 1-up cupcake will give you an extra Mickey.

MAGIC WANDS

As the sorcerer's apprentice in Fantasia, Mickey learned a thing or two about magic wands. In this adventure, he'll learn a few more tricks because he'll be using four different wands. Mickey will automatically begin the game with a basic wand, but after that, he'll have to earn each new wand by defeating the monster at the end of each 10-level world.

MAGIC WAND: In Levels 1-10, Mickey will have the basic wand that changes crystals into helpful items or hurtful monsters.

FREEZE WAND: After finishing Level 10, Mickey will be able to cross pools and waterfalls by freezing them with this cool wand.

ICE CUBE WAND: To climb to high areas, use the Ice Cube Wand to create a frozen stepping stone. Mickey will earn this wand after finishing Level 20.

SNOWBALL WAND: Once you've completed Level 30, your new wand will allow you to throw ice cubes like apples.

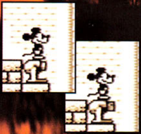
THE WAND-ERFUL WORLD OF DISNEY

Mickey Mouse's adventure will take you through four worlds filled with ten levels apiece. Lurking in the tenth level of every world will be a monster. If Mickey can defeat it, he'll earn a new wand that will have more powers than the last. Fittingly, every level that follows will be trickier than the last, so prick up those mouse ears and pay attention. You'll need to prepare yourself for the troubles and traps that each world will introduce.

LEVELS 1-10

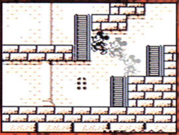
CANNONBALL RUN

The cannon fires one ball at a time, and it won't refire until its launched ball hits something. If you must leap into the line of fire, enter it right after the cannon has fired.



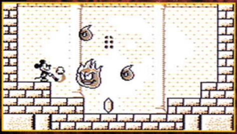
LADDER LEAP

By leaping onto ladders, Mickey can quickly reach a high area. Better yet, enemies can't jump onto ladders, so ladder-leaping will help Mickey distance himself from enemies.



FIRE KING

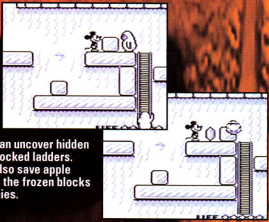
Two hits from your magic wand will defeat the Fire King, but you can't attack him until you've extinguished his four orbiting fireballs. A wave of your wand will put one of them out as well as transform the crystal into a life-saving piece of candy.



LEVELS 11-20

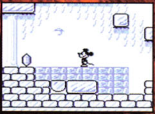
PUSHING BLOCKS

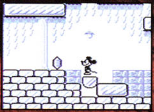
Mickey can shove ice blocks across one space of the castle floor. By sliding a cube, Mickey can uncover hidden items or reach blocked ladders. The mouse can also save apple ammo by pushing the frozen blocks into nearby enemies.



ON THIN ICE

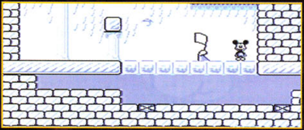
Thin blocks of ice cover many areas of Levels 11-20. By centering Mickey on top of a block of thin ice, you can make your mouse crush the ice to reach an elevator, item, or lower floor.





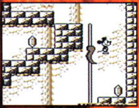
KING FISH

By freezing the entire surface of the pond, you'll make the fish surrender. The trout will occasionally peek its head above water to spit at you, but as long as you keep the center of the pond frozen, it won't be able to surface.



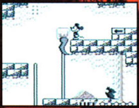
LEVELS 21-30

POLE VAULT



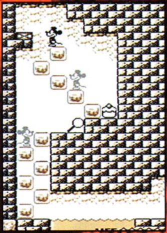
Enemies can leap from poles only after reaching the top, but Mickey can escape by leaping at any point of his climb.

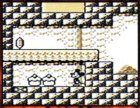
ICE BLOCKADE



Keep enemies off your mouse's tail by using your Ice Cube Wand to cover ladders or barricade passageways with a block of ice.

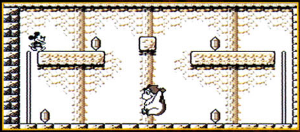
ICY STAIRS





Secret warp areas are often high out of reach. To get to them, create an ice block, hop on top of it, then create another. By repeating this process, Mickey can create a flight of frozen stairs.

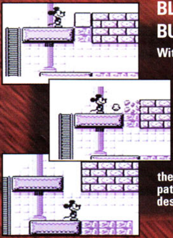
YETI



Grab the crystals, then stand on either side of the room and throw all four apples at the stomping snowman. If you're on an upper level when the yeti stomps, you'll fall to the ground level. But, if you're on top of a pole, you won't fall.

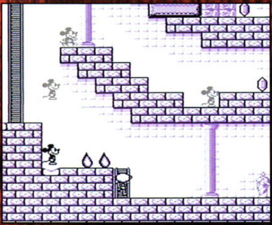
LEVELS 31-40

BLOCK BUSTING



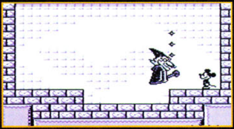
With his new wand, Mickey can shoot enemies even if he doesn't have apples. However, start your attack early, because the wand takes a while to charge up. You can also fire the wand at any swirly-patterned blocks to destroy them.

TRAMPOLINES



Trampolines will launch Mickey straight into the air until he hits a ceiling. By moving the mouse to the left or right while he's in mid-flight, you'll be able to get him to a platform or ladder.

EVIL WIZARD



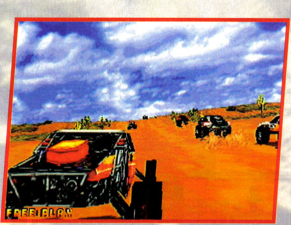
Create an ice cube near one of the side walls, then climb on top of the block to shoot the wizard. Once you've blasted her, she'll return in a larger form. After you've hit her six times, she'll shoot a fireball whenever she conjures up her protective shield. Once she shoots, fire back because her shield will briefly disappear.

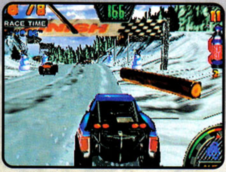
OFFROAD CHALLENGE

MIDWAY'S OFFROAD CHALLENGE BOUNCES AND JOUNCES ONTO THE N64 WITH ALL OF ITS ARCADE ACTION INTACT– AND A LITTLE MORE.

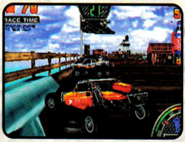
OUR MINDS ARE ALWAYS RACING
TOYOTA

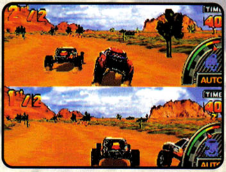
Eating Dust, and Loving it



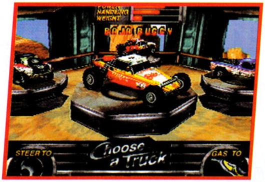


Offroad Challenge for the N64 features all the jarring action that has made the game a hit in the arcades and on the Super NES for years, and with Rumble Pak support, it's set to shake, rattle and roll into North American homes this summer. Our preview version arrived from Midway with four tracks in racing condition and four trucks revved up for action. What we found was a faithful two-player arcade-based racer with obstacles everywhere, treacherous tracks, terrified animals and hot trucks. What more could we want? Well, maybe a little depth. The Challenge series, like Cruis'n USA, gains a lot of its speed by reducing the number of polygons on the screen, especially in the backgrounds and objects along the track. Like Cruis'n, Challenge can look flat if you concentrate on the scenery. But when you're flying along at close to 200 mph on a dirt track, rounding corners on two wheels and going airborne over every wrinkle in the road, you don't really have time to think about how thick that cactus was you just rammed through. For action and fun, Off Road Challenge brings the arcade thrill home.



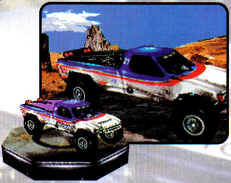


Four Wheeled Beasts



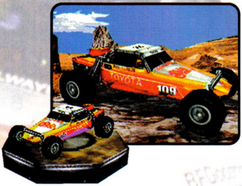
Offroad Challenge begins in the showroom when you choose one of four sleek, four-wheel-drive vehicles to be your chariot of the bogs. The Toyota trophy truck is modeled after Ivan "Ironman" Stewart's championship pickup. The other trucks give you a variety of weights, speeds and handling attributes. In addition to the four trucks shown here, there are another four hidden vehicles in the game, which you'll access only after winning various season challenges. (It has been rumored that one of them has seen military action.) After picking your truck, you'll choose from Automatic and Manual transmissions. Later, as you build up trophy dollars, and collect cash along the course, you'll be able to build up your truck even further.

CLASS 8 MINI-METAL



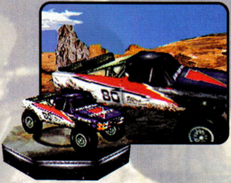
The Class 8 Mini-metal is more of an all-around vehicle. It doesn't excel in any given area, but it is a good choice for any type of terrain.

BAJA BUGGY



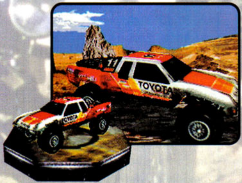
The buggy is even lighter than the Toyota Trophy truck, but it's very fast and handles well. Going over the bumps, you'll catch loads of air.

CLASS 10 HEAVY-METAL



This bruiser may not be as fast as the Toyota Trophy truck, but it has good handling. If you can pack a lot of nitro for the race, you can really blaze with this monster.

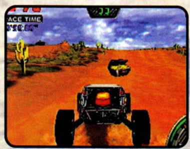
TOYOTA TROPHY TRUCK



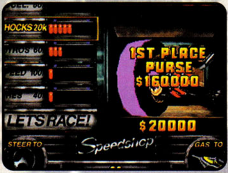
This is the truck that Ivan Stewart has driven to just about every off-road championship you can name. It's fairly light, but it handles well and has good speed.

Take the Money and Grin

Real off–road racing has plenty of danger and excitement without the need to pick up items on the track, but in Offroad Challenge, a big part of the game is scoring items and cash. The cash can be won by placing first in a race, or it can be found in Cash Boxes, usually in difficult-to-reach locations out of the fastest lane. You can use the money to upgrade your vehicle between races. The Offroad shop includes better engines, shocks, acceleration, and tires. You can stock up on extra shots of nitro, as well.

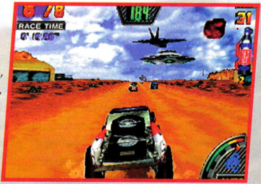


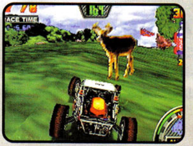
Cash Boxes are usually placed in awkward locations, unlike this one. You pay a penalty for picking it up, but it may be worth it in the end.



The money you earn can give you an advantage in speed or handling.

Nature Calling





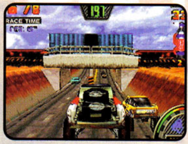
Getting back to nature in a four-by-four with 300 horses under the hood and nitro injection might not be considered roughing it, but the game trails you'll be taking in Offroad Challenge are as rough as a grizzly's beard. Speaking of bears, you'd better watch out for stray bruins on the Pike's Peak track. Wildlife is just one of the hazards you'll have to avoid in the Challenge. You'll also have to keep a lookout for heavy equipment, road-side fruit stands, and perhaps even visitors from another world. Back down on earth, each track is a devilish mix of potholes, jumps, branching paths, twisting corners, plants, puddles, tunnels, mountains and even an ocean. Most of each race takes place on unpaved surfaces consisting of sand, dirt, mud or snow, but the course can turn onto paved roads for short periods. Races cover one long stretch of track and never lap around, so learning the course is more difficult than in most racing games. Learning how to keep your tires on the ground will make all the difference. For now, let's take a ride on the wild side as we prerun the beta courses.

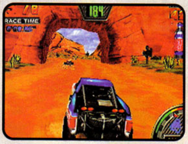
Desert

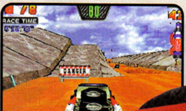
MOJAVE MADNESS

BEGINNER

This desert course rattles bones and nerves. The cactus along the side of the track won't slow you down very much, but if you smash into a wall inside one of the many tunnels, you might as well kiss the race goodbye. A highway construction project about midway through the course changes the pace for a while as you turn onto pavement and face oncoming traffic, boxes of TNT and heavy machinery. The Mojave track may be designed for beginners, but it's still a test for the best.



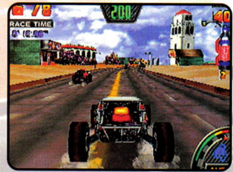




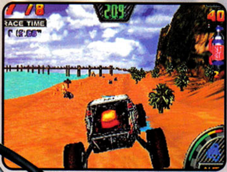
Beach

BAJA BADNESS

BEGINNER



Baja California may be the most famous off-road racing site in the world, but this track passes through fields and onto the beach instead of heading out into the desert scrub. The challenges include dodging farm equipment and puddle-jumping along the ocean shore. The final stretch of the race pounds along a wooden pier. There are plenty of straight sections and lots of items, making this an excellent beginner's race.

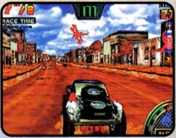


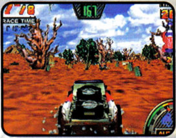
TOYOTA
BF Goodrich
Hella
WHEELS
NIPPONDENSO
BILSTEIN

Brush

EL PASO PRICKLY PEAR

INTERMEDIATE



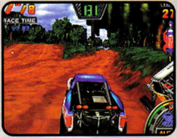


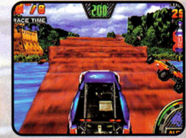
The Old West gives a new meaning to the phrase "eat my dust." These trucks kick up clouds of the stuff. On this course, you'll also have to race ahead of a freight train and dodge roadrunners who are trying to get to the other side. Wile E. Coyote isn't anywhere to be seen. This intermediate track has more twists, and the items are a bit harder to find and collect, than the beginner track.

Woods

OL' SOUTHERN HOSPITALITY

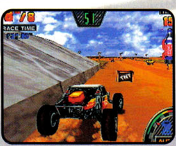
ADVANCED

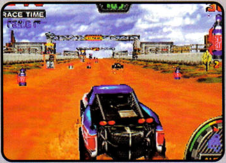




The deep south track is narrow and filled with treacherous pits. Numerous jumps and branching paths make it a strategic race from start to finish. It plunges into the deep forest, passes through corn fields, and leaps over sloughs on rickety wooden ramps–not a course for timid drivers. If you stay out of the woods, and out of the holes, you'll have a chance at the checkered flag, but this is truly a course for experts.

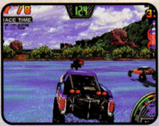
To Pick It Up Or Not





Along the tracks, and often off the tracks, racers will find useful items that can be picked up and activated during the race. Crash Helmets allow you to break through obstacles without losing speed, and Nitro canisters give you one speed boost that can power you into the lead. Nitro is probably the most important item to collect. Then there are the things you don't want to pick up, such as boxes of TNT. When you slam into one of these crates, it will blow up in a spectacular fireball in your face--not a good thing. Items always appear in the same place, though, so you can memorize the locations of the good and the bad.

The Right Track



Midway continues to bring home the most popular games from the arcade to the N64. These games are never straight ports of code, but the design is supposed to make the N64 game as close as possible to the arcade version. Offroad Challenge manages to recreate the look and feel of the coin-up, and with the addition of the Rumble Pak, it may even go the arcade version one better. But the real excitement of Offroad Challenge comes from the game's sense of speed and the rollicking ride that will leave you hanging in the air, splashing through the water and challenging the roughest terrain in North America. The race begins this June when Midway releases Challenge, and Nintendo Power will be there with a course-by-course analysis and winning strategies.

ARENA

Are you game?

THE CHALLENGES

THE FINAL CHAPTER

Pick any stage from Page Six in Trial Mode, then empty it of every enemy, melon, coin and heart. A happy ending will be in store for the high scorers in Mecha, Lift, Ghost or Magma Castles.

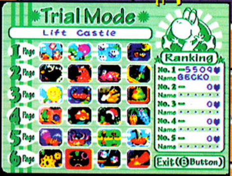
1080 DEGREES OF ACCELERATION

Winter is over, so let's see if you can melt the snow by shredding the slopes at the speed of light. Send us a photo of your best times for any course, and if you're one of the top 25 racers in your slope, you'll score Power Stamps!

EYE OF THE TIGER

Can you survive 100 fights? How long can you spar with the cow? Can you take down an opponent in a lightning fast, pay-per-view-rip-off sort of time? Prove your destiny by sending us a pic of your record achievements. (The record scores appear on screen during the game demo.)

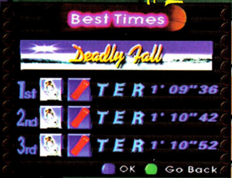
#1



No. 1 — 5509
Name BECKO
No. 2 — 0
Name
No. 3 — 0
Name
No. 4 — 0
Name
No. 5 — 0
Name

YOSHI'S STORY

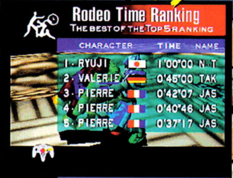
#2



1st	TER	1' 09" 36
2nd	TER	1' 10" 42
3rd	TER	1' 10" 52

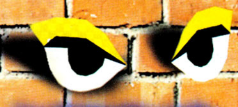
1080° SNOWBOARDING

#3



CHARACTER	TIME	NAME
1. RYUJI	1'00"00	N.T
2. VALERIE	0'45"00	TAK
3. PIERRE	0'42"07	JAS
4. PIERRE	0'40"46	JAS
5. PIERRE	0'37"17	JAS

FIGHTER'S DESTINY



WHO AM EYE?

This month's Arena puzzles challenge you to take a closer look around. Here's a close look at a hero of gaming lore. Gaze into those eyes and see if you can identify the owner of those peepers.

NP SCOREBOARD

SUPER MARIO 64

152 Coins in Wet-Dry World (Vol. 97)

Daniel Birmingham	Poolesville, MD
Jeff Ward	Neshanic Station, NJ

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Michael Hlavacek, Albuquerque, NM	2,201
Andrew Tettenhorst, Hamilton, OH	2,093
Mike Vollmer, Great Bend, NY	2,082
Alexander Castro, Los Angeles, CA	2,061
Richard Fernandez, Forest Hills, NY	2,000
Scott Davis, Springfield, TN	1,952
Mark Wesby, Brookfield, IL	1,942
Phillip Sharpless, Jackson, MS	1,941
David Lalumiere, Montreal, PQ	1,940
Travis Neely, Manchester, MO	1,937
Shane Harness, Nevada, IA	1,929
Glen Heide, Vancouver, BC	1,919
Rocky Vidal, Whittier, CA	1,912
Daniel Burke, Yukon, OK	1,895
Jesse Facemire, Falls Church, VA	1,878
Ryan Fitzgerald, Oceanside, CA	1,876
Kan Zhu, Tempe, AZ	1,863
Ben Anderson, Mechanicsburg, PA	1,859
Ely Hsu, Jacksonville, FL	1,859

STAR FOX 64

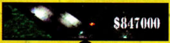
Most Hits Using the Tank in Katina's 5-minute Time Trial (Vol. 104)

David LaCoste, Chateauguay, PQ	112
Lukasz Gudewicz, Woodside, NY	90
Michael Johnson, Weatherford, TX	87
Jaime Ramirez, Othello, WA	86
Tu Nguyen, Portage, IN	85
Damon Ransbarger, Chico, CA	85
Mark Thompson, Marysville, MI	85
Jonathan Hamner, Jonesboro, GA	84
Robert Hayes, Long Beach, CA	84

Quiz

A CLOSER LOOK

When you're gaming, you will occasionally want to peel your eyes away from the action to check your score, inventory or health meter. More often, however, you'll spy your game stats out of the corner of your eye, since they usually appear near the edge of the screen. Just how keen is your peripheral vision? Test it by seeing if you can identify which games these close-up screen shots belong to.



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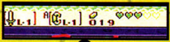

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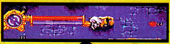

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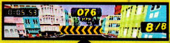

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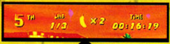

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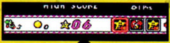

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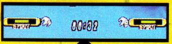

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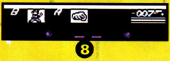


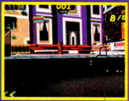
⑧

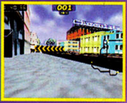
Where Am I?

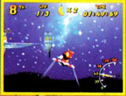
SIGHTS UNSEEN

Take a detour in Diddy Kong Racing and San Francisco Rush to scout out these locations. If you can locate at least one (two, or even all three) of the areas, send us a photo of your car parked in the same spot that appears in the screen shot. We'll randomly pick 10 winners for each location from all correct entries.

ACTIVATING SF RUSH'S "REAPPEAR IN PLACE" AND "UNLIMITED TIME" CODE WILL MAKE EXPLORING EASIER. (CHECK CLASSIFIED INFO IN VOLUME 106.) HERE'S ANOTHER HINT: BOTH SF RUSH LOCATIONS ARE IN TRACK 5.







Can you get holes-in-one all throughout Kirby's Dream course?
—A Twisted Challenge from Eric Lobb of Campbellsville, KY

In GoldenEye 007, can you shoot an airborne Throwing Knife with your PP7?
—A Twisted Challenge from Miguel Noriega of Maywood, CA

DIDDY KONG RACING

Fastest Times for Greenwood Village (Vol. 104)

Matt Lopez, North Hills, CA	1:17.50
Nathan Maresh, Wheaton, IL	1:19.16
Ken Watts, Bradenton, FL	1:19.16
Matt Kreuz, Jessup, MD	1:19.90
Marion Berry, Kansas City, MO	1:19.95
Billy Haines, Orange Park, FL	1:20.33
Michael Guerreiro, Mississauga, ON	1:21.28
Adam Kilgore, Billings, MT	1:21.43
Allan Debono, Pickering, ON	1:22.48
Brett Eisenberg, Baltimore, MD	1:22.48
Josh Bellon, Brightwood, VA	1:22.68
Shirley Porterfield, Montgomery, AL	1:22.76
Jonathan Martini, Laval, PQ	1:23.15
Jonathan Sledziewski, Staten Island, NY	1:23.38

DONKEY KONG LAND 3

Fastest Time Attacks for the Stilt Race (Vol. 104)

David Ploskonka, Churchville, MD	0:42.87
Srinivas Varanasi, Dix Hills, NY	0:44.58
Michael Guerreiro, Mississauga, ON	0:45.62

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP (for a complete list of qualifiers, surf to www.nintendo.com).

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights and then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than June 10, 1998.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 107

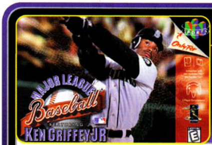
RECON MISSION:
1) 2. 2; 8. 3; K.I.H. 4; 18. 5; 2. 6; 2. 7; 21. 8; Ckopo. 9; 2. 10; 9

SPELLBOUND:
1. Kirby
2. Turok: Battle of the Bionosaurs
3. Alex Trebek
4. Falco Lombardi
5. Andross
6. Pigma Dengar
7. Tetris Attack
8. Boba Fett

Hide & Seek: Quake, page 48

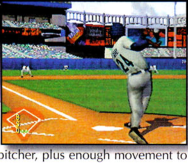
Your Power Guide To The Latest Releases
May 1998
Nintendo
NOW PLAYING
Game Boy
N64
Super NES

MLB FEATURING KEN GRIFFEY JR.



- Nintendo/96 Megabits
- 1 to 4 players simultaneous
- Game Pak save feature
- Controller and Rumble Pak compatible
- MLB and MLBPA licenses

EVERYONE E CONTENT RATED BY ESRB

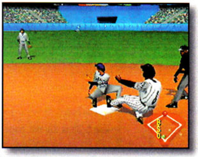


SCORES

D-7.8
H-7.3
P-9.5
SP-8.7
S-8.5

The hottest hitter in the majors is just as hot on the N64.

GRAPHICS Angel Studios hit this one out of the ballpark. The animation and 3-D models in Griffey look exceptional. Great care was taken to produce the little details that lend realism to the game, including motions such as underhanded infield throws and runners dusting off after sliding into second. Excellent camera AI and transitions from one view to the next keep you focused on the ball and the action.



PLAY CONTROL The batting and pitching controls could set new standards for video baseball games. The batting control allows you to aim your swing and react to pitches. The pitching control gives you the full range for each pitcher, plus enough movement to keep batters guessing.

GAME DESIGN MLB Featuring Ken Griffey Jr. has all the standard elements of a first-rate baseball sim, including trading and fantasy league options.

SATISFACTION It's fun and it looks great. In fact, this may be the most realistic baseball experience you'll ever have outside of a ballpark.

SOUND Excellent announcer and some colorful comments from Junior.

COMMENTS Scott: *It took three years to get here, but it's worth every hour we had to wait.*
Dan: *The choice of hitting systems is great.*
Paul: *The best baseball game ever, bar none.*
Terry: *Outstanding play control.*

GRAPHICS=8.0 PLAY CONTROL=8.7 GAME DESIGN=8.0 SATISFACTION=8.8 SOUND=8.2

0 2.5 5.0 7.5 10

8.4

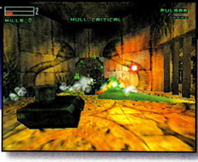
OVERALL RATING

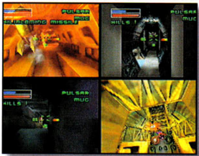
NINTENDO64
FORSAKEN 64
Acclaim

FORSAKEN 64

- Acclaim/64 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- 21 levels

MATURE
AGES 17+
ESRB





SCORES
D-7.8
H-7.6
P-8.4
S-7.6
T-8.2

Acclaim has a blast in space.

GRAPHICS Some of the most spectacular explosions and lighting effects in the video game world give Forsaken a sense of explosive action. The textures of the areas are suitably grubby for the theme and the areas themselves seem huge, endless and filled with menacing pools of shadow.

PLAY CONTROL Iguana U.K. included two controller variations that seem to accommodate most players. Reaction time for flying and shooting is very good and speeds are fast. In spite of the breakneck pace, control is precise. Since virtually all buttons are used, some function is going to be awkward to access.

GAME DESIGN The one-player game has plenty of areas and difficult missions to make it challenging. The AI of enemies and the size of the mazes add to the depth of the game. On the multiplayer side, the big mazes and cool weapons make it a blast.

SATISFACTION For intense action in the one-player mode, or as a multiplayer battle or tag game, Forsaken 64 can stand with the best of them.

SOUND The explosive sound effects are critical for giving players clues regarding enemy fire. The music would be appropriate in a'70's cop show, but in space?

COMMENTS Terry: *The best multiplayer game since GoldenEye.* Dan: *Surprisingly good play control and great atmosphere.*

7.9
OVERALL RATING

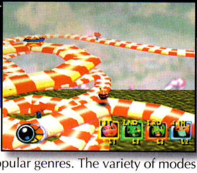
GRAPHICS=**8.3** PLAY CONTROL=**8.0** GAME DESIGN=**7.4** SATISFACTION=**8.0** SOUND=**8.1**

NINTENDO64
IGGY'S reckin' balls
Only for

IGGY'S RECKIN' BALLS

- Acclaim/64 Megabits
- 1 to 4 players simultaneous
- 100 levels
- Passwords

EVERYONE
E
ESRB

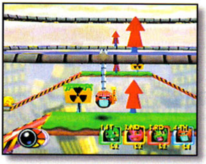


SCORES
D-6.7
J-7.2
P-5.6
SP-7.3
S-5.6

Acclaim reaches for the top with this unique N64 racer.

GRAPHICS Iguana doesn't disappoint when it comes to N64 graphics. The character "balls" in Reckin' Balls have lots of attitude and the animation is excellent. In four-player mode, the screen is chopped into quarters, so on levels with rotating tracks it can be difficult to see what's happening. The bigger the TV, the better.

PLAY CONTROL A tutorial mode helps teach players the special moves such as the jump and grapple. Although moves can be awkward, there are simplified controls for performing some of them.

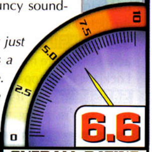


GAME DESIGN The game combines platform action with a racing goal, two very popular genres. The variety of modes and the 100 levels gives the game replayability and value.

SATISFACTION The vertical racing takes a little getting used to, particularly on some of the more complex tracks. Once you learn the basics, Reckin' Balls is both fun and challenging. It might be a mistake to consider this game as a title for young players only, since there are handicaps that can add to the challenge.

SOUND You would expect an upbeat, bouncy soundtrack, and Iguana delivers the goods.

COMMENTS Scott: *Unique, often fun, but just as often frustrating and repetitive.* Jason: *It's a Rube Goldeberg-rollercoaster ride wanna-be.* Paul: *It's different, but that may not be enough to justify its existence.*



6.6
OVERALL RATING

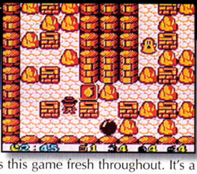
GRAPHICS=**7.3** PLAY CONTROL=**6.5** GAME DESIGN=**6.5** SATISFACTION=**6.0** SOUND=**7.0**

GAME BOY
BOMBERMAN GB
Nintendo

BOMBERMAN GB

- Nintendo/2 Megabits
- 1 to 4 players simultaneous (Multiplayer requires Game Link and four-player adapter.)
- 8 worlds

EVERYONE E CONTENT RATED BY ESRB



SCORES
M-7.1
P-6.4
SP-6.2
S-6.7
T-4.2

A big blast on a little screen.

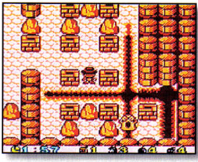
GRAPHICS The overhead view is the same as that used in previous versions of Bomberman, except for Bomberman 64 which is 3-D. GB makes good use of the Super Game Boy, but the graphics are also exceptionally sharp on Game Boy and Game Boy pocket.

PLAY CONTROL Blowing up baddies has never been easier. The puzzle elements of the different areas require timing but no difficult controller motions. Like previous Bomberman games, the complexity is in the mazes and puzzles.

GAME DESIGN Each of the seven areas of the Story Mode contains two different ways to play, essentially doubling the size of the game. The four-player mode isn't practical unless you have the Game Boy four-player adapter and four Bomberman Game Paks. How often does that happen?

SATISFACTION The variety of puzzles keeps this game fresh throughout. It's a return to the basic bombing action of the first Bomberman games, which makes it nostalgic, as well.

SOUND The simple music may not inspire you, but it may be annoying enough to make you want to bomb everything in sight.



COMMENTS Sonja: *Like all Bomberman games, the multiplayer mode is fun, but Mode A is too easy.*

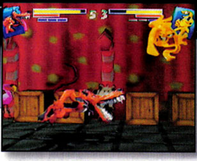
GRAPHICS=**6.6** PLAY CONTROL=**6.6** GAME DESIGN=**6.0** SATISFACTION=**5.6** SOUND=**5.6**

CLAY FIGHTER SCULPTOR'S CUT

RENTAL ONLY
Clay Fighter Sculptor's Cut
SPECIAL EDITION!
NINTENDO 64
Interplay

- Interplay/128 Megabits
- 1 or 2 players simultaneous
- No Rumble Pak compatibility
- 4 new characters
- Available only at Blockbuster for rental

TEEN T AGES 13+ CONTENT RATED BY ESRB



SCORES
A-5.6
H-6.0
J-7.3
SP-6.4
T-7.5

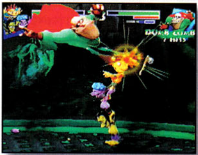
Will rental clay save the day?

GRAPHICS Clay Fighter Sculptor's Cut includes the animation and finishing touches that should have appeared in the original release of Clayfighter 63⅓. The animation is one of the best parts of this wacky tournament fighter. A new 3-D intro sequence sets up the game much better than the one in the first N64 game did.

PLAY CONTROL The control feels pretty much the same as the first game, and the moves, combos and claytalities haven't changed much. You have less 3-D rotational control since the action now takes place on tracks. Breakthroughs occur naturally during play.

GAME DESIGN This game includes several of the characters that were missing from the original game, including Lockjaw, the Zappa Yow Yow Boyz and others.

SATISFACTION If you bought the original Clayfighter 63⅓, you're going to wonder why you didn't get this game instead. For those of you who rent Sculptor's Cut without prior Clayfighter experience, you'll have a good time.



SOUND The sound is terrific, as it was in the original. The fighters are constantly saying rude things to each other. The intro includes a full song with lyrics.

COMMENTS Scott: *It's too bad we can't buy this game. It's much better than last fall's version.* Terry: *Outstanding graphics, but those cute comments get old quickly.*

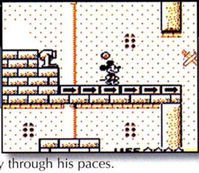
GRAPHICS=**7.8** PLAY CONTROL=**6.2** GAME DESIGN=**6.4** SATISFACTION=**5.6** SOUND=**8.2**

GAME BOY
MICKEY MOUSE
Magic Wands!
Nintendo

MICKEY MOUSE MAGIC WANDS!

- Nintendo/1 Megabit
- 1 player
- Passwords
- Super Game Boy enhancements

EVERYONE E



SCORES

J-7.2

P-6.9

SP-5.5

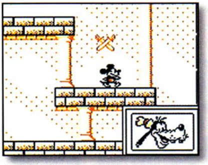
S-4.4

T-5.2

Mickey is game for puzzle action on Game Boy.

GRAPHICS Although fairly simple, the graphics and animation in this action puzzle game are clear and well done. Items, obstacles and enemies are obvious, which makes the learning curve very gentle. Super Game Boy enhancements are limited to a simple border and clean color palette.

PLAY CONTROL Mickey is limited to walking, jumping and using the items he picks up, but the controls are responsive and fairly intuitive. Some items can be used only in particular locations, but those sites are easily found. Young hands or old should have no problem putting Mickey through his paces.



GAME DESIGN Stage by stage, the puzzles grow more creative, and new items, enemies and problems are presented for the player. The goals and the means of reaching the goals is very clear.

SATISFACTION For a relatively easy puzzle experience, Mickey Mouse Magic Wands! does a good job. Younger Mickey fans will probably get the most out of this title.

SOUND The music is catchy but way too short. Since you won't get vital clues from the sound effects, you'll probably turn the sound down.

COMMENTS Scott: *I'd say this game is made for young players. Nice and easy.* Sonja: *Mickey's presence isn't enough.* Paul: *Unoriginal, but good quality.*

GRAPHICS=6.8 PLAY CONTROL=6.0 GAME DESIGN=5.4 SATISFACTION=5.4 SOUND=5.6

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures

DAN-Action, Adventures, Sports

ERICH-Sports, RPGs, Adventures

HENRY-Fighting, Action, Sports

JASON-Adventures, Action, Puzzles

MARTY-Sports, Action, Adventures

PAUL-Fighting, Sports, Simulations

SCOTT (SP)-Sports, Simulations, Adventures

SONJA-Puzzles, RPGs, Fighting

TERRY-RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 10%

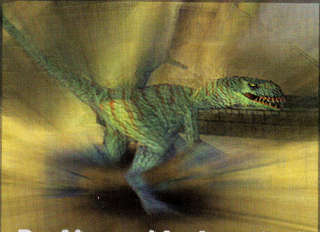
AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NR — Games that were released prior to the commencement of the ratings system are designated NR.

EVERYONE E	All Ages
EARLY CHILDHOOD EC	Early Childhood
TEEN T	Teen (13+)
KIDS TO ADULTS K-A	Mature (17+)
ADULTS ONLY AO	Adult (18+)

Turok 2



Do dinasoids dream of electric people?

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

MORTAL KOMBAT IV

Will MK rule in 3-D?

WORLD GRAND PRIX

Video Systems is on track.

WORLD CUP '98

How good can it get?

E3 PREVIEW

The biggest show ever!

LUCASARTS RETURNS WITH MORE N64 STAR WARS ADVENTURE

Our breaking story this month proves that the Force is with the N64. LucasArts is working on a new 3-D adventure based on the Rogue Squadron Star Wars stories starring Wedge Antilles. Rogue Squadron has been a tightly kept secret at LucasArts over the past year, but Nintendo Power has been given the green light to talk about this upcoming title at last. Unlike Shadows of the Empire, Rogue Squadron is a sci-fi, flight-sim ulation shooter along the lines of the hit PC game, X-Wing. LucasArts has gone even further this time, giving players a variety of Star Wars spacecraft to fly in combat, such as the X-Wing fighter of the Rebellion or the Imperial TIE Fighter. And the combat takes place both on and off planet, so the variety of graphics and the strategies players must employ are changing constantly. For instance, one level will be played over snowy terrain like that on Hoth. In this area, you'll pilot a snowspeeder like the first stage of Shadows of the Empire. Other levels will send you on missions in deep space. For the first time on a Nintendo system, LucasArts will publish the game themselves rather than licensing it to another publisher. That shows confidence in the quality of the game and the potential sales of top N64 titles. LucasArts plans to unveil Rogue Squadron at this year's E3 and release the game before the end of the year.

> Rogue Squadron is a sci-fi, flight-sim ulation shooter along the lines of the hit PC game, X-Wing.

TUROK 2 TAGGED FOR MULTIPLAYER ACTION

The biggest news out of Austin, Texas these days isn't about the beautiful graphics in All-Star Baseball '99 or the unique game play of Iggy's Reckin' Balls. The biggest news is reserved for the biggest title from Acclaim and Iguana Entertainment, and that is Turok 2. Set to launch this August, or perhaps a little later if development requires the time, Turok 2 will see depth added in every technical and game playing area from its classy predecessor. It may sound like a tall order, but it's being done as you read this article. But back to the big news. Turok 2 will feature multiplayer action matches in addition to the one-player adventure game.

Play Frog Tag

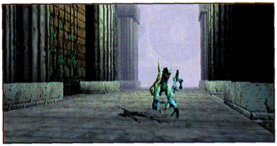
As a big fan of GoldenEye 007, David Dientspier, who leads the Turok 2 project, told Pak Watch early in development that he wanted to include a unique multiplayer angle to the game. He's done that with an innovative mode called Frag Tag. In Frag Tag, one player is designated as "It." He or she has no weapon, wears a target, and squeals with fear while running for cover. The "It" player must reach a designated safe goal while the "non-its" try to hunt "It" down. If "It" makes it to the goal, a new "It" is chosen and hunted. The multi-player characters include Turok himself, a Pur-linn, and a raptor along with four other characters.

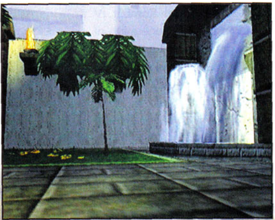
Beyond the Campaigner

The story of Turok 2 begins with the end of Turok: Dinosaur Hunter, when the hero throws the Chronosceptor into the volcano. This act awakens an even more malevolent enemy, a fiend named The Primagen. The action takes off when Turok reaches the port city of Adia, which has been plundered recently by the Dinasoid troops of the Primagen. As Turok passes through each of eight, huge new worlds, he finds evidence of the Primagen's awful wrath: Blood smeared on walls, damage everywhere, fires burning in the streets and lots of enemies waiting for Turok. Each of these eight worlds has a distinct look that is characteristic of the race that lives there.

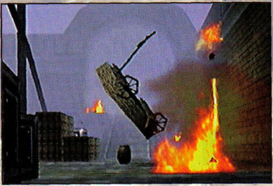
More coolness

Within these worlds, Turok will meet 45 types of enemies, including boss characters and families of other creatures such as the heavy Pur-linn and the creepy flesheaters. Careful attention has been given to the AI of enemies, with each enemy exhibiting unique behaviors and attacks. Turok will collect an incredible assortment of weapons, as well, just as in the first game. Iguana isn't revealing details about either the bosses or weapons just yet, because they don't want to give away the shop. All we can tell you, having seen some preliminary work on the game, is that the weapons and bosses are very cool. Considering all that we've seen to date, we feel safe in predicting that Turok 2 will be a major event on the N64.

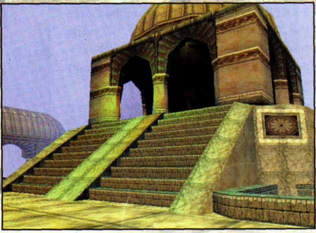


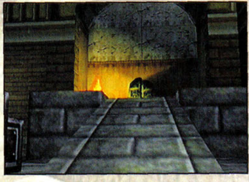


Adia was once an elegant, coastal trading town.



Fires are still burning after the passage of the Dinasoid troops through Romanesque.





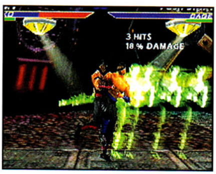
The flesheaters are coming...

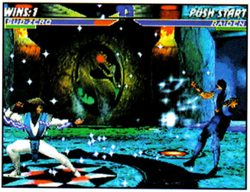
Pak Play

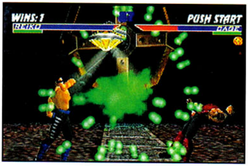
Hands-on previews of upcoming games.

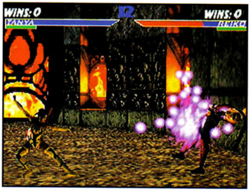
MORTAL KOMBAT IV IS THE END GAME

Midway's N64 version of Mortal Kombat IV ushers in the 3-D generation of MK in graphics and game play. From the developers at Eurocom, MK IV arrived at Pak Watch humming along at an impressive 60 frames per second, and it's only about 50% to 60% done. The 3-D element is best used to give extra drama to the fight, but players will be able to sidestep and dodge using a rotation control, adding extra strategy to each bout. The polygonal characters can be used in another way–to tell each character's game end story when you win the tournament. Eurocom created excellent cinematic animations and included full voice dialogue to go along with them. With seven old characters and eight new characters, plus several hidden characters who don't appear in the arcade game, MK IV for the N64 has a lot of stories to tell. For MK fans, this may be the biggest payoff of all. That payoff should be here by the end of June or early July.



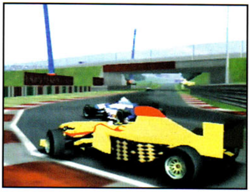


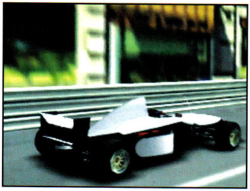


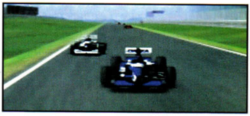


F-1 BY ANY OTHER NAME

World Grand Prix from Video Systems may be just a temporary name for this two-player racer, since an F-1 license seems to be imminent. The cars look like F-1 racers, sound like F-1 racers, race on F-1 tracks and use F-1 drivers. Paradigm Entertainment, the same developer that programmed Pilotwings 64 and Aerofighters Assault, has created a very realistic racer that recreates the look of open-wheeled racing with play control that seems more arcade-like. The biggest plus for race fans has got to be the two-player mode, though. The numbers look something like this: 27 drivers and cars, 22 CPU opponents, 17 tracks, 11 teams. All this speed is packed into 96 megabits with an EEPROM for saving the game on the Game Pak. Grand Prix also features the '97 racing schedule, ghost drivers, Rumble Pak support, and a replay mode. Video Systems plans to wave the green flag in July.

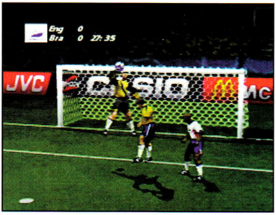


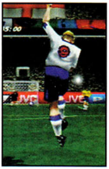




WORLD CUP '98

Soccer's final bash of the century is set to get started in France this summer, and EA Sports is ready to cash in on the hoopla with the best title so far in its growing family of N64 soccer games. World Cup '98 improves on every category over the previous game, FIFA: Road to the World Cup '98, which itself was a vast improvement over the first FIFA 64 game. The animation is spectacular, and control has been tightened up. Our resident soccer hooligans all gave two thumbs up to this latest effort from the development team at EA Canada. Matches are played in the ten actual stadiums that will be used during the World Cup. Modes include Friendly Matches, the World Cup Tournament, a Penalty Shootout, and Cup Classics. You can also use the Training Mode to get yourself up to speed. The game is finished now, so you can expect it in the stores this month.





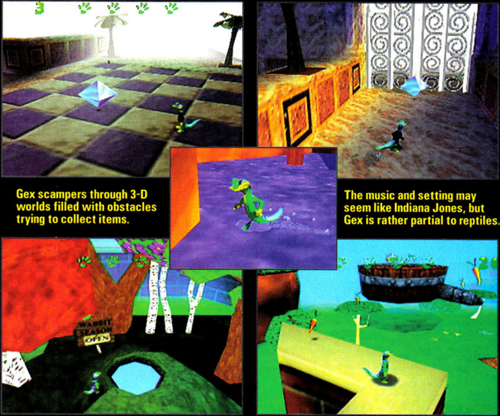
Eng 1
Bra 0 32:10
T.Sheringham
GOALS 1
GOAL!

Eng 2
Bra 0 45:00
JVC
A.Shearer
GOALS 1
GOAL!

Eng 0
Bra 0 30:18

IT'S A GECKO'S LIFE

Gex, the versatile, reptilian star of Gex II: Enter the Gecko, from Midway and Crystal Dynamics, romps through 30 stages that parody popular TV and movie themes. Our test drive version of Gex was about 50% complete and still had a lot of bugs, but the basics looked promising. Gex's mission is to save television programming from a diabolical program thief named Rez. To do so will require Gex to enter shows with themes that range from Indiana Jones to James Bond. In each area, the gecko must find an assortment of objects, including remote control units that open up bonus areas. Puzzles, enemies and traps must be overcome in fairly large 3-D worlds. The game play, not to mention the camera controls, take a page from the Mario 64 handbook of game design, and the graphics are as varied as the different TV shows they mock. But is it a mockery of a game? We think not. Gex has all the elements to become a hit. You should start looking for Gex in July.



Gex scampers through 3-D worlds filled with obstacles trying to collect items.

The music and setting may seem like Indiana Jones, but Gex is rather partial to reptiles.

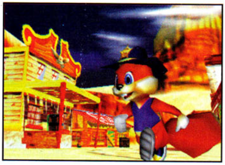
Pak PREDICTIONS

Look into our crystal ball as we predict the hits at E3

THE BIGGEST SHOW EVER

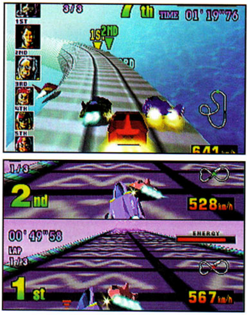
Once again it's the time of the year for the gaming world to turn its attention to the Electronic Entertainment Expo, or E3, to see what will be hot in the upcoming months. This year's show will be held once again in Atlanta, and it is shaping up to be a landmark event for Nintendo and its third-party publishers. Topping the banner of headline N64 games will be Banjo-Kazooie and Zelda 64 from Nintendo, but these aren't the only news makers slated to appear at E3. Dozens of games will be shown, ranging from incredibly realistic sports titles such as World Cup '98 to sequels of major hits like Mortal Kombat IV. Many games will be available in playable or finished versions for the first time. Our Pak Watch crystal ball reveals many games, but there are always surprises that pop up at the last second, and it isn't always games that appear. The new Color Game Boy should make a major splash when it debuts in Atlanta, and there is likely to be more news about the first Color Game Boy games, as well. For now, gaze into our crystal ball as we reveal the future.

Twelve Tales: Conker 64



Rare's next classic features interactive environments, animated emotions on the characters, and the most dynamic graphics ever. Rare just keeps getting better.

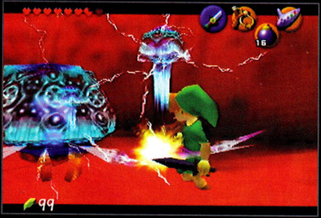
F-Zero X

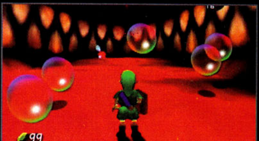


This sequel to the Super NES racer, F-Zero, will be the fastest game ever. Scheduled for an August release, F-Zero X will feature more tracks and vehicles than any other N64 racer.

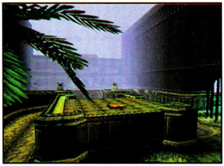
ZELDA 64

Shigeru Miyamoto's epic is the most anticipated game for the N64. Link's new adventure includes live action battles and a horse that you can ride. We expect it to be released in North America this fall.



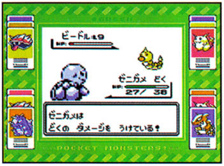


Turok 2



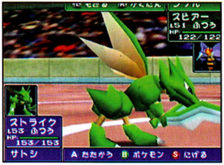
We predict that Acclaim's Turok 2 will rule the first-person action jungle.

Pokémon



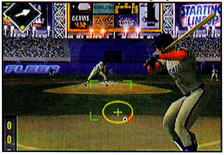
The Japanese Game Boy phenomenon is on its way to our shores, offering players the chance to trade monster characters and fight other Pokémon masters via Game Link.

Pokémon Stadium



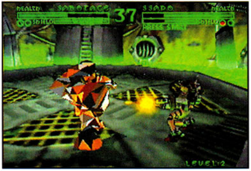
Pokémon Stadium should make an appearance at E3 in Game Pak form rather than on 64 DD.

All-Star Baseball '99



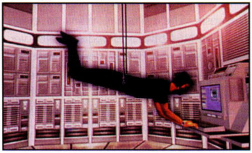
Featuring Larry Walker of the Rockies, Acclaim's MLB entry looks and plays like an MVP. The game covers the bases with super-realistic graphics and just about every option imaginable.

Biofreaks



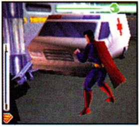
This Midway fighter was developed in record time by Saffire, another dynamic Utah-based N64 developer. The future depicted in Biofreaks might be unsightly, but the graphics and game play are stunning.

Mission: Impossible



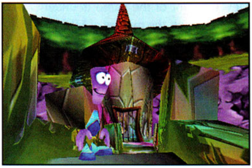
It took a while to get it right, but Infogrames Entertainment has done it at last. Mission: Impossible will be finished by the show. Undercover fans will find a goal-oriented game experience to complement GoldenEye 007.

Superman



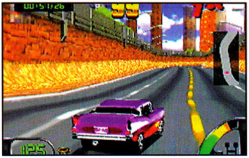
Titus has built the man of steel out of electronic polygons, and he can fly like a plane, too. The ambitious development schedule has a release date set for end of the summer.

Tonic Trouble



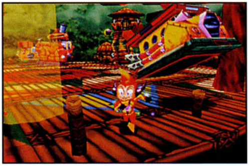
Ubi Soft's adventure introduces a creative new style of graphics that we call "The French School," but graphics aren't the only thing working for this game. The design includes action, puzzle-solving and story elements in the Mario tradition.

Cruis'n World



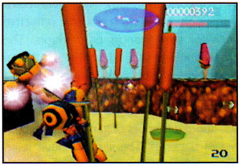
The latest Cruis'n game goes beyond the arcade version to deliver greater replay value with lap courses and special controller moves.

Space Circus



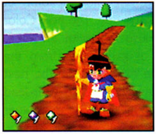
Colorful, cartoony graphics mark Infogrames' Space Circus as another adventure in "The French School" of game design.

Buck Bumble



Ubi Soft has four or five games in development for the N64, including Buck Bumble, which is being created by Argonaut—the same people who programmed Star Fox.

Quest 64



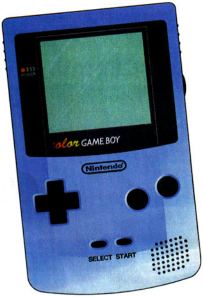
The first epic adventure for the N64 should be complete by show time. We have high hopes for this magical journey, and so does publisher, THQ.

Pak Peeks

What's breaking in the world of games.

Color Game Boy is on the Way

After years of speculation and rumor by video game fans around the world, Nintendo of America confirmed that a new Game Boy featuring color graphics would be ready for release in 1998. Color Game Boy will display sharp and vivid color graphics on a new type of color reflective screen for play indoors or outdoors. The new technology will allow the simultaneous display of 56 bright colors out of a palette of 32,000. It will be approximately the same size as Game Boy pocket and have about ten hours of game play time on a set of batteries. The sketch above is an early rendering from NCL and doesn't reflect the final design.



The best news is that Color Game Boy will support all existing Game Boy titles, which will be playable in palettes of 10 colors. Future Game Boy titles will be programmed with the full color capability of the new Color Game Boy. The new Color Game Boy will also link with the N64, making transfer of game data from the Game Boy to the N64 a snap. The next generation of Game Boy could well lead the portable gaming world for another ten years.

Psygnosis crosses over to the N64

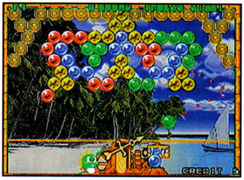
Pak Watch's third major breaking story of the month is as big in its own way as the LucasArts and Color Game Boy stories. Psygnosis, one of the leading publishers of video games for the Playstation, has announced a development agreement with Nintendo to create N64 titles. What makes this news all the more amazing is that Sony owns a substantial share of the UK-based Psygnosis. The company plans to create exclusive N64 titles and updated, N64 versions of some hit PSX games. At least four unnamed titles are currently in development. They will be unveiled at E3 later this month, and Nintendo Power will cover them in the June issue. Until then, consider that Psygnosis has hundreds of programmers, artists, designers and other development professionals known for creative, quality games, and now they will have the power of the N64 to unleash their talents.

Et tu, Activision, et tu?

Psygnosis isn't the only major PSX publisher to shift gears and announce that it has begun development of N64 games. Activision, a long-time publisher of NES and Super NES games, has also seen the light. Pitfall: The Mayan Adventure was the last Activision title for a Nintendo system. Nightmare Creatures will be the next game, due out by the end of the year. Development of the game is underway at Angel Studios, the makers of MLB Featuring Ken Griffey Jr. Welcome back.

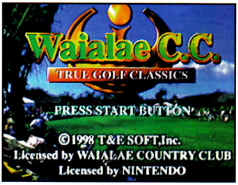
Bust-A-Move on N64

Not all arcade hit games take the form of tournament fighters, fantasy sports titles, or racing games. Taito's Bust-A-Move has seen remarkable success in the arcades even though it's just a humble puzzle game. Acclaim hopes to match that success in the home market with an N64 version of Bust-A-Move 2. The appeal of Bust-A-Move may be its simplicity, or perhaps the sense of action players feel as they aim the shooting arrow and fire their marbles. Or maybe it's the satisfaction of seeing an entire board full of marbles fall after a sweetly aimed shot. Whatever the reason for its popularity, Bust-A-Move 2 recreates the exact experience on the N64. Don't expect mind-blowing graphics like those in Banjo-Kazooie or Turok 2. But if you love Bust-A-Move, this game will look good to you.



More on N64

This month's announcements of new titles begins with GT Club, a racer from Imagineer and Ocean and a sort of sequel to MRC. Midway has added yet another future game, Micro Machines V3. Even more exciting to veteran gamers is the announcement of Gauntlet 3D from Midway, which is in development at Atari Games. At Virgin Interactive, Freak Boy may have sunk without a trace, but Golden Nugget 64, a 64-bit gambling game, is moving full steam ahead.



Last, but certainly not least, Nintendo of

COMING SOON

America is bringing True Golf Classics: Waialae Country Club to the N64. T&E Soft released the game in Japan as The Masters, but because of licensing restrictions, the tournament in Augusta can't be used in the United States. Waialae Country Club is known as one of the best courses in the world, and it's certainly one of the most beautiful.

Where are they now?

It seems that there are always games that never end up on the store shelf in spite of considerable developmental effort. In case you've been wondering, here's an update. Buggie Boogie, starring transforming vehicles, was in development at Angel Studios until recently, but Nintendo finally pulled the plug. The problem was not the cool buggies, but what players would do with them. No one knew if it was supposed to be a racer or an action game. At Virgin Interactive, the long awaited Freak Boy was shelved, thankfully, after at least three attempts failed to bring the project together.

Dual Heroes, Hudson Soft's tournament fighter, also had trouble putting it all together, but the latest word from Hudson is that they're still trying. Ultra Descent from Interplay has never gone beyond the proposal stage. As for Interplay's Earthworm Jim 3D, it's still alive and squirming although it has gone through a major redesign effort at Vis Interactive. Perhaps the grand daddy of all delayed projects is Robotech from Gametek. First announced when the N64 was still known as the Ultra 64, Robotech has faced monumental obstacles, including an understaffed development team and Gametek's Chapter 11 bankruptcy proceedings. Even so, Gametek gamely pushes on, insisting that Robotech is on its way. You've got to love optimism like that.

Robotech still in orbit.

WWF: Warzone

July

Quest 64

July

Cruis'n World

ELAPSED TIME
99
1st
119

July

F-Zero X

1/3
30th
TIME 00'02"86

August

Turok 2

September

Zelda 64

November

PAK WATCH

RELEASE FORECAST

N64

ALL-STAR BASEBALL '99	SUMMER '98
BANJO-KAZOOIE	SUMMER '98
BIOFREAKS	SUMMER '98
TWELVE TALES: CONKER 64	FALL '98
DEADLY ARTS	SUMMER '98
DRACULA 3D	WINTER '99
EARTHWORM JIM 3D	FALL '98
F-ZERO X	SUMMER '98
WORLD CUP '98	SUMMER '98
FLYING DRAGONS	SUMMER '98
GEX II: ENTER THE GECKO	SUMMER '98
HYBRID HEAVEN	FALL '98
ISS '98	SUMMER '98
KNIFE EDGE	FALL '98
MIKE PIAZZA'S STRIKEZONE	SUMMER '98
MISSION: IMPOSSIBLE	SUMMER '98
MORTAL KOMBAT IV	SUMMER '98
NBA LIVE '99	FALL '98
OFFROAD CHALLENGE	SUMMER '98
QUEST 64	SUMMER '98
SHADOW MAN	FALL '98
SILICON VALLEY	FALL '98
SPACE CIRCUS	FALL '98
SUMO 64	FALL '98
SUPERMAN	SUMMER '98
TONIC TROUBLE	SUMMER '98
TUROK 2	FALL '98
TWISTED EDGE SNOWBOARDING	FALL '98
ULTRA LODE RUNNER	FALL '98
UNREAL	SUMMER '98
WORLD GRAND PRIX	SUMMER '98
WWF: WARZONE	SUMMER '98
ZELDA 64	FALL '98

Game BOY

BOMBERMAN POCKET	FALL '98
COLOR GAME BOY	FALL '98
GAME & WATCH GALLERY II	FALL '98
GAME BOY CAMERA	SUMMER '98
GAME BOY PRINTER	SUMMER '98
HARVEST MOON	SPRING '98
ISS '98	SUMMER '98
QUEST FOR CAMELOT	SUMMER '98

Coming Next Issue....

Volume 109 June 1998

BANJO-KAZOOIE

Who will stop Gruntilda's mad plan to become beautiful? You guessed it–you will, with a little help from Banjo, Kazooie, and Nintendo Power. Our 16-page strategy review dives into the deepest dungeons of Gruntilda's lair to keep you out of hot water. Puzzled by the Jigsaw pieces? Power will fill in the blanks to get you started on the biggest adventure of the year.

E3 SPECIAL

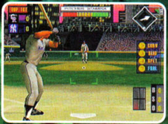
Our annual, 16-page special preview of E3 arrives in your home before it gets handed out on the show floor in Atlanta. You'll see the hottest games and learn the latest news before the rest of the video game world has a clue. P.S. Just don't give it away.

Zelda 64

Turok 2

ALL-STAR BASEBALL '99

Is it 1999 already? Power throws out the first pitch on Acclaim's ultra-realistic baseball game. How does it differ from MLB Featuring Ken Griffey Jr? Don't miss our box scores on this awesome contender.



WORLD CUP '98

The World Cup in France has caught the imagination of the sporting world, but if you want to bring the experience home, you'll need the latest and greatest soccer sim from EA Sports–World Cup '98–and some expert coaching from Nintendo Power.

N64

1. AeroFighters Assault
2. AeroGauge
3. Automobili Lamborghini
4. Blast Corps
5. Bomberman 64
6. Chameleon Twist
7. Clay Fighter 63
8. Cruis'n USA
9. Dark Rift
10. Diddy Kong Racing
11. Doom 64
12. Duke Nukem 3-D
13. Extreme-G
14. F1 Pole Position 64
15. FIFA Road to World Cup '98
16. FIFA Soccer 64
17. Fighter's Destiny
18. Forsaken
19. GoldenEye 007
20. Hexen
21. Iggy's Reckin' Balls
22. International Superstar Soccer 64
23. Jeopardy!
24. Killer Instinct Gold
25. Kobe Bryant in NBA Courtside
26. Mace the Dark Age
27. Madden 64
28. Mario Kart 64
29. Mike Piazza's StrikeZone
30. Mischief Makers
31. MLB Featuring Ken Griffey Jr.
32. Mortal Kombat Mythologies: Sub-Zero
33. Mortal Kombat Trilogy
34. Multi Racing Championship
35. Mystical Ninja Starring Goemon
36. Nagano Winter Olympics '98
37. NBA Hangtime
38. NBA in the Zone '98
39. NFL Quarterback Club '98
40. NHL Breakaway '98
41. Olympic Hockey Nagano '98
42. PilotWings 64
43. Quake
44. Rampage World Tour
45. Robotron 64
46. San Francisco Rush: Extreme Racing
47. Snowboard Kids
48. Star Fox 64
49. Star Wars: Shadows of the Empire
50. Super Mario 64
51. 1080° Snowboarding
52. Tetrisphere
53. Top Gear Rally
54. Turok: Dinosaur Hunter
55. Virtual Chess 64
56. War Gods
57. Wave Race 64
58. Wayne Gretzky's 3-D Hockey
59. WCW Vs. NWO: World Tour
60. Wetrix
61. Wheel of Fortune
62. Yoshi's Story

Super NES

63. Aaahh!!!! Real Monsters
64. Addams Family Values
65. The Adventures of Batman & Robin
66. Aerobiz Supersonic
67. Animaniacs
68. Arcade's Greatest Hits
69. Arcade's Greatest Hits: The Atari Collection 1
70. Arkanoid: Doh It Again
71. Bass Master II
72. Bass Masters Classic Pro Edition
73. Bassin's Black Bass with Hank Parker
74. Batman Forever
75. Boogerman
76. Breath of Fire II
77. Brunswick's World Tournament of Champions
78. Bust-A-Move
79. Castlevania Dracula X
80. Chrono Trigger
81. Civilization
82. Clue
83. Dirt Trax FX
84. Disney's Aladdin
85. Donkey Kong Country
86. Donkey Kong Country 2
87. Donkey Kong Country 3
88. Doom
89. EarthBound
90. Earthworm Jim
91. Earthworm Jim 2
92. FIFA Soccer '97
93. Final Fantasy II
94. Final Fantasy III
95. Final Fight 3
96. Frank Thomas Big Hurt Baseball
97. Harvest Moon
98. Illusion of Gaia
99. Jungle Strike
100. Jurassic Park 2
101. Ken Griffey Jr. Presents: MLB
102. Ken Griffey Jr.'s Winning Run
103. Killer Instinct
104. Kirby Super Star
105. Kirby's Dream Course
106. Kirby's Dream Land III
107. The Legend of Zelda: A Link to the Past
108. Looney Tunes B-ball
109. The Lost Vikings
110. The Lost Vikings II
111. Lufia II
112. Madden NFL '98
113. Mario Paint
114. The Mask
115. Maui Mallard in Cold Shadow
116. Mega Man X
117. Mega Man X2
118. Mega Man X3
119. Mega Man 7
120. Monopoly
121. Mortal Kombat II
122. Mortal Kombat 3
123. Ms. Pac-Man
124. NBA Give 'n' Go
125. NBA Hangtime
126. NBA Jam
127. NBA Jam Tournament Edition
128. NBA Live '98
129. NFL Quarterback Club '96
130. NHL '98
131. Ogre Battle
132. Pitfall
133. Road Rash
134. Secret of Evermore
135. Secret of Mana
136. SimCity
137. SimCity 2000
138. Space Invaders
139. Spawn
140. Star Fox
141. Star Trek: Star Fleet Academy
142. Street Fighter Alpha 2
143. Street Fighter II
144. Street Fighter II Turbo
145. Stunt Race FX
146. Super Bomberman 2
147. Super Mario All-Stars
148. Super Mario Kart
149. Super Mario RPG
150. Super Mario World 2: Yoshi's Island
151. Super Metroid
152. Super Punch-Out!!
153. Super Star Wars
154. Super Street Fighter II
155. Tecmo Super Bowl III: Final Edition
156. Tetris & Dr. Mario
157. Tetris Attack
158. Timon & Pumbaa's Jungle Games
159. Top Gear 3000
160. Toy Story
161. Ultimate Mortal Kombat 3
162. Uniracers
163. Urban Strike
164. WWF Raw
165. WWF Wrestlemania: The Arcade Game
166. X-Men: Mutant Apocalypse
167. Zoop

Game Boy

168. Adventure Island
169. Aladdin
170. Alien Games
171. Animaniacs
172. Asteroids/Missile Command
173. Battle Arena Toshinden
174. Battle Zone/Super Breakout
175. Black Bass Lure Fishing
176. Bomberman GB
177. Brain Buster
178. The Bugs Bunny Crazy Castle 2
179. Bust-A-Move 2
180. Casino Funpak
181. Castlevania Adventure
182. Castlevania Legends
183. Castlevania II: Belmont's Revenge
184. Centipede/Millipede
185. College Slam
186. Contra: The Alien Wars
187. Defender/Joust
188. Desert Strike
189. Disney's Pinocchio
190. Donkey Kong Land
191. Donkey Kong Land 2: Diddy's Kong Quest
192. Donkey Kong Land 3
193. Donkey Kong '94
194. Dr. Mario
195. Earthworm Jim
196. The Fidgetts
197. FIFA Road to World Cup '98
198. Final Fantasy Adventure
199. Final Fantasy Legend
200. Final Fantasy Legend II
201. Final Fantasy Legend III
202. 4-in-1 Fun Pak
203. Frank Thomas Big Hurt Baseball
204. Galaga/Galaxian
205. Game & Watch Gallery
206. Harvest Moon
207. Hercules
208. Hunchback of Notre Dame
209. Iron Man X-O Manowar In Heavy Metal
210. James Bond 007
211. Jeopardy! Platinum Edition
212. Jungle Strike
213. Jurassic Park 2
214. Ken Griffey Jr. Presents: MLB
215. Killer Instinct
216. Kirby's Block Ball
217. Kirby's Dream Land
218. Kirby's Dream Land 2
219. Kirby's Pinball Land
220. Kirby's Star Stacker
221. Lamborghini American Challenge
222. Legend of the River King GB
223. The Legend of Zelda: Link's Awakening
224. The Lion King
225. Looney Tunes
226. The Lost World: Jurassic Park
227. Madden '96
228. Marble Madness
229. Mario's Picross
230. Maui Mallard in Dark Shadow
231. Mega Man
232. Mega Man V
233. Metroid II: Return of Samus
234. Mickey Mouse: Magic Wand
235. Mole Mania
236. Mortal Kombat/Mortal Kombat II
237. Mortal Kombat II
238. Mortal Kombat 3
239. Ms. Pac-Man
240. Mystical Ninja Starring Goemon
241. NBA Jam
242. NBA Jam Tournament Edition
243. NBA Live '96
244. NHL '96
245. Operation C
246. Pac-Man
247. Paperboy
248. Primal Rage
249. Q*Bert
250. Ring Rage
251. Solitaire FunPak
252. Space Invaders
253. Star Trek: Generations
254. Street Fighter II
255. Super Mario Land
256. Super Mario Land 2: 6 Golden Coins
257. Super Return of the Jedi
258. Superman
259. Sword of Hope II
260. Tamagotchi
261. Tetris
262. Tetris Attack
263. Tetris Blast
264. Tetris Plus
265. Tetris 2
266. Toy Story
267. Turok: Battle of the Bionosaurs
268. Urban Strike
269. Vegas Stakes
270. Wario Blast
271. Wario Land: Super Mario Land 3
272. Wario Land II
273. WWF Raw
274. Zoop

Upcoming Releases & Other Picks

275. Addams Family Pinball (N64)
276. All-Star Baseball '99 (N64)
277. Andretti Racing (N64)
278. Banjo-Kazooie (N64)
279. Bio Freaks (N64)
280. Body Harvest (N64)
281. Bomberman Hero (N64)
282. Buck Bumble (N64)
283. Chopper Attack (N64)
284. Command & Conquer (N64)
285. Cruis'n World (N64)
286. Deadly Arts (N64)
287. Dracula 3-D (N64)
288. Dragon Storm (N64)
289. Dual Heroes (N64)
290. EarthBound 64 (N64)
291. Earthworm Jim 3-D (N64)
292. Extreme-G II (N64)
293. Extreme Sports (N64)
294. F-Zero X (N64)
295. Family Stadium (N64)
296. FIFA World Cup '98 (N64)
297. Flying Dragons (N64)
298. Game & Watch Gallery 2 (Game Boy)
299. Game Boy Camera &Printer
300. Game Boy Pocket
301. Gex II: Enter the Gecko (N64)
302. Golden Nugget (N64)
303. Harvest Moon (N64)
304. Hybrid Heaven (N64)
305. Ice Blue Game Boy Pocket
306. International Superstar Soccer '98 (Game Boy)
307. International Superstar Soccer '98 (N64)
308. Kirby's Air Ride (N64)
309. Knife Edge (N64)
310. LastLegion UX (N64)
311. Lego Racers (N64)
312. Magic: The Gathering (N64)
313. Mario Paint 64 (N64)
314. Mission: Impossible (N64)
315. MLB Strike Zone '98 (N64)
316. MLBPA Bottom of the 9th (N64)
317. Mortal Kombat IV (N64)
318. NASCAR Racing (N64)
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